mecc

For the love of learning.

Apple II

MS-DOS

Macintosh

1992-93
Education Catalog

What's New?
MECC's software for the 1992–93 school year!

Freedom!

Freedom!—a simulation of the Underground Railroad for Apple II series computers—depicts an important era in American history accurately and realistically. Your students face the difficulties of hiding by day and traveling by night, making life-or-death decisions, and experiencing the myriad emotions of enslaved African Americans making their way toward *Freedom!*

Storybook Weaver

With the new Macintosh and MS-DOS versions of *Storybook Weaver*, your students create their own books to read and share with their classmates and families. Children use colorful scenes, objects, and people to spark their imaginations as they write and illustrate storybooks.

Easy Color Paint

The Macintosh creativity tool *Easy Color Paint* makes an excellent addition to your art classroom. *Easy Color Paint* features a broad range of fun tools as well as 256-color capability. It's easy to use and powerful, so it challenges students of all ages and abilities to explore their artistic sides.
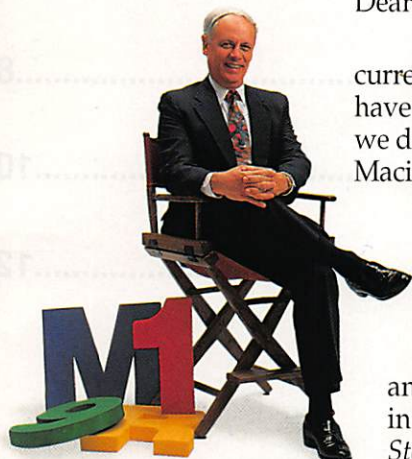
Rocket Factory

Rocket Factory, a new Apple II science product, incorporates innovative design and a unique feature that allows the instructional portion of the program to be viewed in either English or Spanish. This is the first product developed by MECC with this bilingual feature—one that educators are sure to appreciate.

Dear Educators,

Every year, MECC develops products that address your most current educational concerns. We base our software on your input and have teachers and students test it for content, ease of use, and fun. And we develop software for the three most popular platforms—Apple II, Macintosh, and MS-DOS.

The new *USA GeoGraph* for the Macintosh offers detailed maps and a fact-filled database that interact to make geography relevant to your students. It's an excellent reference tool for some of their other classes, too!

Storybook Weaver, now updated and available for the Macintosh and MS-DOS platforms, encourages children to express themselves in writing and through pictures. The previously released Apple II *Storybook Weaver* products have already proved to be big hits with kids!

Windy City, *Moving Museum*, and *Fish School*, products in the new *Express Delivery Reading Series*, emphasize both reading comprehension and problem-solving skills in a game-like format that will make your students eager to use their reading skills.

We want our products to enrich your classroom lessons, but the only way they can do that is if you have easy access to them. That's why MECC is the leader in developing innovative purchasing options, including:

- Stand-alone products
- Networkable products
- Managed systems
- Lab kits
- Membership plans

This year's catalog is filled with exciting new software. We hope you'll find in it products that you can easily implement in your classroom and that challenge and inspire your students.

Sincerely,

Dale LaFrenz

Dale LaFrenz
President and CEO

Look for these symbols . . .

AWARD — You'll find this symbol accompanying products that have received awards or special critical acclaim, with the names of the awards listed above the titles.

NEW! New products are identified throughout the catalog with this symbol.

This symbol indicates that a product can be networked. For more information about pricing, network compatibility, and more, please see page 70.

All the kids you see pictured in this catalog are family members and friends of MECC employees. Many thanks to all who participated!

Questions? Call a Customer Relations representative at 800/685-MECC.

The joy of discovery is the inspiration behind MECC software.

Discover the world of difference that a MECC Membership can make for your educational technology plan.

MECC Membership: the first of its kind.

In 1979, when MECC introduced the concept of Membership as an affordable means for schools to acquire and copy software, it was the first program of its kind in the country. Since then, it has grown to provide more than 5,000 school districts across the United States and around the world with state-of-the-art educational software through economical site licenses. Over the years, more than one million educators have come to rely on the consistently sound educational content of award-winning MECC software for their students.

Wonderland Puzzles

No. A-310
For Apple® II Series Computers
Grades 4-7

Students learn important problem-solving skills with this collection of logic and strategy games, which promotes the integration of math with language arts.

Apple II

80

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for the love of learning

To place an order, call the Order Services department at 800/685-MECC.
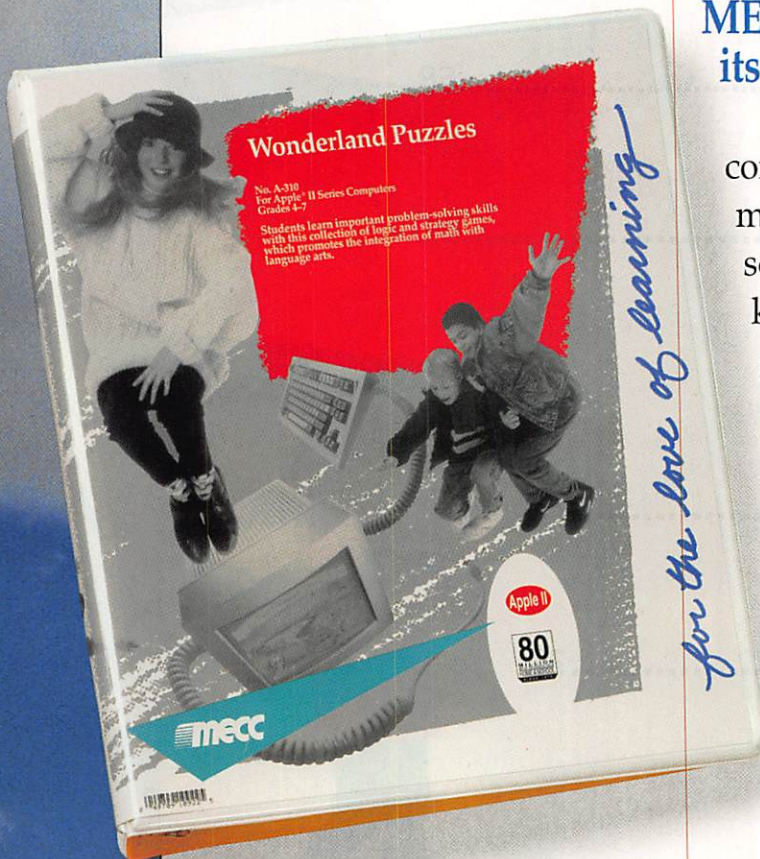
As your needs change, our Membership services change to meet those needs.

Over time, the demand for high-quality software for a variety of platforms has grown significantly. As a result, MECC now offers Memberships not only for the Apple II, but for the Macintosh and MS-DOS platforms as well. All of these platforms include MECC's award-winning products and critically acclaimed teacher manuals—with lesson plans, classroom activities, worksheets, ideas for classroom integration, and more—plus binders for convenient storage. Of course, you also receive product support and MECC's satisfaction guarantee.

What are the benefits of a MECC Membership?

MECC Members receive a collection of products for the platform(s) of their choice (Apple II, Macintosh, and/or MS-DOS). They also have, by means of a site license, the right to duplicate and distribute software and documentation in any quantity to meet their needs. The annual fees for Membership vary, depending on the individual plan and student enrollment.

Special MECC Membership benefits and services are available to you directly:

- Special Member pricing on additional MECC products and services
- Networking options for a variety of networks

  Apple II – AppleShare®, Corvus Omninet®, and Digicard®

  Macintosh – AppleShare® over Local Talk® or Ethernet®

  MS-DOS – Novell®, Novell with SchoolMate®, or Novell with ICLAS®
- Toll-free help line for technical support

- Newsletter containing Membership information and classroom tips
- Regional Member meetings—a chance to meet other Members, preview the latest products, and receive valuable training
- Discounts on registration for the annual MECC Conference on Educational Technology
- A disk and manual duplication service if you would like us to copy your Membership products for you

What are the options of Membership?

You can choose, from several Membership options, for the one that best fits your educational technology needs.

District License Membership (Apple II only) – A District License Membership (DLM) entitles you to the 15 products in the Apple II Membership Product Collection (listed on the following page) in both 3.5" and 5.25" formats. It also gives you the ability to copy and distribute these products and support documentation throughout the buildings in your district. You may choose your products from the new 1992-93 Apple II Product Collection or customize your Membership with popular titles from previous collections (which now total more than 130 products). By purchasing an annual site license, you can copy MECC disks in unlimited numbers and load them onto supported networks. You can also copy classroom manuals. The price for the DLM is based on district-wide enrollment. This is an extremely economical—and easy—way to stretch your district's budget.

Building License Membership (Apple II, Macintosh, and MS-DOS) – A Building License Membership (BLM) makes it easy for you to tailor your software purchases to the specific needs of your individual school buildings. Modeled after the District License Membership, this plan was created in

response to the need for a Membership that would serve diverse hardware platforms and address the move toward site-based management and involvement on the part of individual schools' teachers and principals. As a Building License Member, you select the platform(s) of your choice and receive unlimited copying rights on the product

Freedom!

disks and manuals in that platform:
Apple II – 10 products; Macintosh – 5 products; MS-DOS – 7 products. Because this Membership is offered for a flat fee, the more buildings that participate in a district, the greater the savings.

Apple II District License Membership Continuation Service – This new service is available for current Members who wish to continue their copying and support rights only. This service maintains the Apple II software you already have while you look ahead at expanding and building other platforms. It also includes all the features and benefits of a regular Membership, with the exception of new products.

The 1992–93 Apple II Membership Product Collection

Dr. Livingstone, I Presume?
Exploring Chaos
Fish School
Freedom!
Grammar Gobble
Grammar Madness
History Makers
MECC Product Presentations
Moving Museum
Picture a Story
Rocket Factory
Take a Chance!
USA GeoGraph
Windy City
Wonderland Puzzles
Woolly's Garden
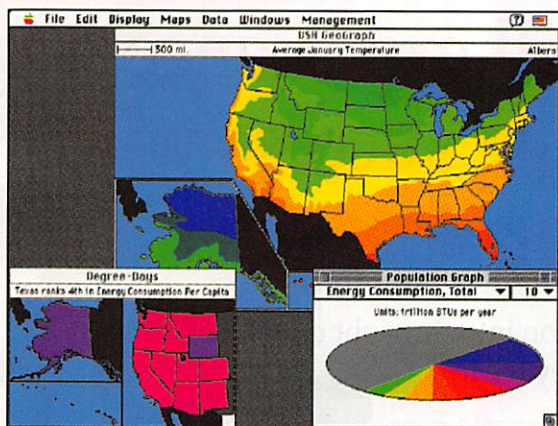
USA GeoGraph

Miner's Cave

The 1992–93 Macintosh Membership Product Collection

MECC Product Presentations
Number Munchers
The Oregon Trail
Presidential Inquiry
USA GeoGraph
Word Munchers
Writing and Publishing in Multimedia
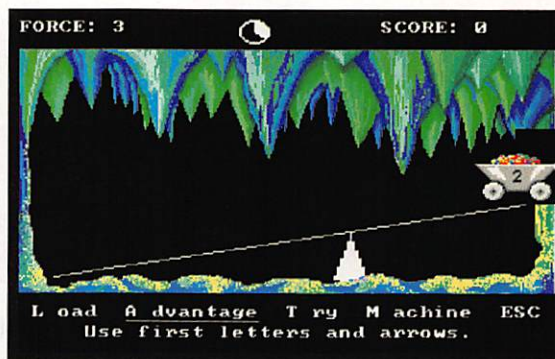
The 1992–93 MS-DOS Membership Product Collection

MECC Product Presentations
Miner's Cave
Mystery Matter
Mystery Objects
Number Munchers
The Oregon Trail
Wood Car Rally
Word Munchers

A MECC Membership can make a world of difference for your students.

Since 1973, more than half of the schools across the nation have gotten the best educational software into the hands of teachers and students in the smartest and most economical way possible: through a MECC Membership. Discover for yourself why more than 80 million MECC products have been sold since 1973. We guarantee that it will make a world of difference in your students' success.

For more information on Membership, please call one of our sales representatives at 800/685-MECC.

Your students will experience the ultimate learning success with *MECC Management Master.*

Getting the right software with the right lesson into the right child's hands. That's the problem many educators face as they try to match textbooks and software and still meet classroom objectives. The solution is *MECC Management Master* (*MMM*), a networked instructional system. *MMM* makes the connection between learning objectives and computer activities that benefits both teachers and students.

MECC believes ...

MMM should support teachers, not try to replace them. That's because the teacher is best prepared to decide which instruction students should receive and how that instruction should be delivered. We also believe that software used in the classroom should be adaptable to each teacher's needs, require little time and effort to learn and use, be easily accessible, and meet changing classroom needs. *MMM* can pull it all together for you.

MMM at a glance.

MMM is an instructional tool that delivers a sequence of software lessons to helps students practice skills while reinforcing your objectives. Award-winning MECC software is correlated with specific textbooks to support district curricular goals. And *MMM* is flexible enough to allow you to add, delete, and rearrange lesson sequences and to modify lesson content.

Basic functions of *MMM*

- Correlates MECC software with popular textbooks
- Automatically delivers the appropriate lessons to each student
- Advances students to the next lesson when they have mastered the one they have been working on
- Monitors and records students' progress on each lesson
- Notifies the teacher when a student is having difficulty
- Prints records of students' performance quickly and easily

MECC offers cost-effective Lab Kits (see page 70 for details). Call 800/685-MECC.

New software based on teachers' needs.

Along with other new products in this year's Membership collection, we've added the *MECC Express Delivery Reading Series* to the *MMM* software package. In this three-package series, a fun-loving character named Scrappy leads students through a series of reading comprehension skill builders while swimming through the underwater halls of a fish school, racing through the streets of a city, and exploring the corridors of a museum. Skill-building software in a theme-based environment—which is new to *MMM*—was added at the request of teachers.

A variety of educationally sound software.

MECC's math software for the first through eighth grades and reading software for kindergarten through sixth grade is provided with the system. In addition, other MECC software products, including science and social studies, can be linked to the system. In this way, the software that students know and enjoy is networked and organized, matching what happens in the classroom.

Most importantly, performance reports on each student are easily accessed for use by teachers and parents. These reports help teachers monitor success and diagnose problems.

A flexible tool.

To meet the changing needs of the classroom, MECC believes that the teacher should be in control of technology and should be able to adapt software easily. With *MMM*, teachers have the ability to:
- Change the sequence of the *MMM* curriculum stream
- Add or delete lesson content
- Control the conditions under which the lessons will be delivered—mastery level, time allotted for each problem, and notification of students' difficulties
- Reformat student reports to reflect your school's preferences
- Insert additional MECC software not currently managed under *MMM* to provide non-graded enrichment activities (available with the *Reading Management System* only)
- Create messages of encouragement and instruction for students as they work through lessons

Extra benefits of using *MMM*.

You not only get *MMM* software, but also:
- Customized on-site training for all users
- One-year support that includes:
- Toll-free technical Help Line
- Yearly product updates
- Discounts on new *MMM* product releases
- *MMM Link*—an informational newsletter about *MMM*

The best news of all.

MMM uses MECC software—software you know and trust.

For more information about *MMM*, including the textbook correlations available with the *MMM* system, call an *MMM* consultant at **800/685-MECC**.

MMM hardware requirements.

MMM runs on an Apple IIe, an Apple IIGS, or a Macintosh LC computer (with an Apple IIe Card), and requires one of these popular networks:
- AppleShare®
- Digicard®

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To escape from
The Secret Island of Dr. Quandary,
students have to think fast!

A home action-adventure game that challenges students' thinking skills, reflexes, and nerves!
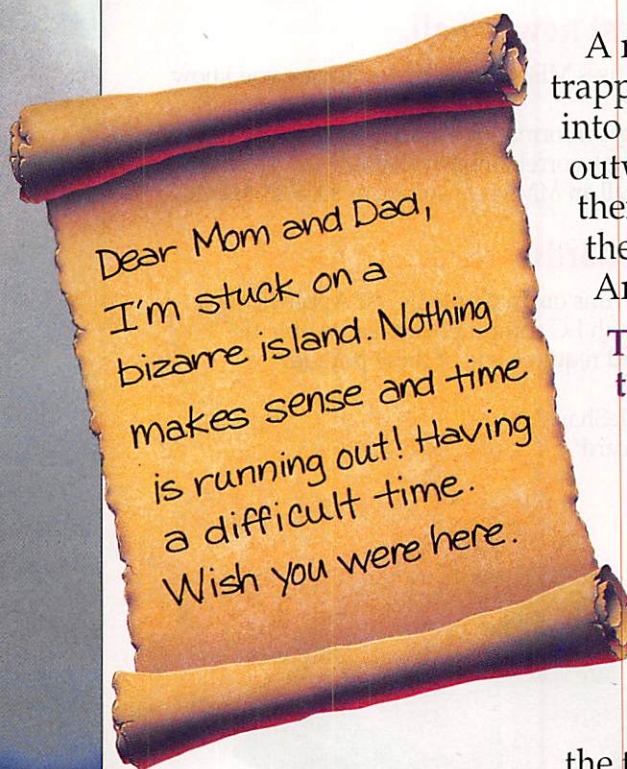
A maniacal, puzzle-loving genius has students trapped on his island and is intent on turning them into mindless drones . . . forever. They have to outwit him and solve each crazy puzzle he throws their way or they're done for. So they must keep their wits about them. They must think clearly. And they just might make it . . . if they're lucky.

To step into Dr. Quandary's fantastic world is to risk everything.

There's a fine line between the comfort of home and the distorted world that awaits students on this secret island. The doctor lives to confuse and entrap his hapless visitors and will only let them go if they can solve all his puzzles. Is he brilliant? Insane? Or both?

Dr. Quandary loves stiff competition. Students must ask themselves: "Am I up to the task? Am I clever enough to unravel his brain-teasers? Am I quick enough to beat the clock in his timed challenges?" Regardless, they'll certainly find out!

Maybe a fate worse than death.

The instant that players arrive on the island—a whirling vortex of illogic—Dr. Quandary seizes their energy forces and holds them captive. The challenge is for students to get their energy forces back. Otherwise, students will spend the rest of their lives in the brainless bodies of smiling carnival toys. (The doctor has a twisted sense of humor, and this is the sort of thing that he thinks is funny.)

> Dear Mom and Dad,
> I'm stuck on a bizarre island. Nothing makes sense and time is running out! Having a difficult time. Wish you were here.
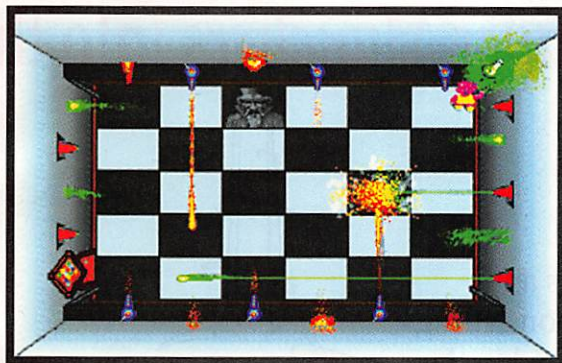
Dr. Quandary may have a good laugh at your expense when you take his acid test!

It's a battle of wit and will.

The Secret Island of Dr. Quandary may look like an amusement park, but students will soon find out that *they* are the amusements. And only the strangest predicaments amuse their captor. For instance, they may suddenly find themselves imprisoned in a chemistry lab where a huge ball of acid comes flying at them out of nowhere. They'll have to think on their feet to avoid it! Or they may be trapped on a stage in front of a jeering audience, taunted by a crazy saxophone that won't let them go until they figure out its mixed-up melody.

Strike a sweet note with your lightning-fast reflexes and quick thinking!

Throughout the whole experience, players will be haunted by Dr. Quandary's mocking laughter and cacophonous theme song. But if they're wise, they won't let it affect them. They'll ignore the ridicule and concentrate on getting off the island.

If they *do* make it, they'll be smarter for the adventure.

Some skills must be learned through hands-on, "nerves-on" experience. The ability to make decisions quickly, to formulate logical strategies and predict their outcomes, and to anticipate the opponent's next move are necessary in order to escape from the island. And remember, players have to do all of this while the clock is ticking! If they can outwit the brilliant, insidious Dr. Quandary, they will indeed be masters of their own fates.

The Secret Island of Dr. Quandary is an action-adventure game that challenges students' thinking skills and reflexes. Five island layouts, three levels of difficulty, and fourteen nearly infinitely variable puzzles make it a riveting challenge for the brain and the nerves. Plus, digitized photos, computer graphics, and realistic sound effects make it an experience that they won't soon forget!

Available from local dealers.

NEW!
Easy Color Paint
Macintosh No. HMC217 *(3.5" disk)* $59.95

NEW!
SnapDragon
Macintosh No. HMC225 *(3.5" disk)* $49.95
IBM/Tandy No. HMS325 *(3.5" and 5.25" disk)* $49.95

NEW!
Storybook Weaver
Macintosh No. HMC218 *(3.5" disk)* $49.95
IBM/Tandy No. HMS318 *(3.5" and 5.25" disk)* $49.95

The Oregon Trail
Apple No. HAP106-3 *(3.5" disk)* $39.95
Apple No. HAP106-5 *(5.25" disk)* $39.95
Macintosh No. HMC206 *(3.5" disk)* $49.95
IBM/Tandy No. HMS306 *(3.5" and 5.25" disk)* $49.95

Super Munchers
Macintosh No. HMC215 *(3.5" disk)* $49.95
IBM/Tandy No. HMS315 *(3.5" and 5.25" disk)* $49.95

The Secret Island of Dr. Quandary
NEW! Macintosh No. HMC216 *(3.5" disk)* $49.95
IBM/Tandy No. HMS316 *(3.5" and 5.25" disk)* $49.95

Number Munchers
Apple No. HAP113-3 *(3.5" disk)* $29.95
Apple No. HAP113-5 *(5.25" disk)* $29.95
Macintosh No. HMC213 *(3.5" disk)* $29.95
IBM/Tandy No. HMS313 *(3.5" and 5.25" disk)* $29.95

Word Munchers
Apple No. HAP112-3 *(3.5" disk)* $29.95
Apple No. HAP112-5 *(5.25" disk)* $29.95
Macintosh No. HMC212 *(3.5" disk)* $29.95
IBM/Tandy No. HMS312 *(3.5" and 5.25" disk)* $29.95

USA GeoGraph
NEW! Macintosh No. HMC203 *(3.5" disk)* $49.95

World GeoGraph
Apple IIGS No. UGS100 *(3.5" disk)* $59.00

Calendar Crafter
Apple IIGS No. UGS102 *(3.5" disk)* $49.95

Rave reviews catapult *Super Munchers* into the

An educational experience that's easy for kids to swallow.

Like its famous cousins—*Number Munchers* and *Word Munchers*—*Super Munchers'* arcade-action setting provides a fun backdrop for learning. Absorbed in the game's fast pace, your students probably won't even realize what a workout they're giving their wits. As they play, they'll test their knowledge of geography, animals, food and health, famous Americans, music, and "munch" more—all while learning increasingly complex facts.
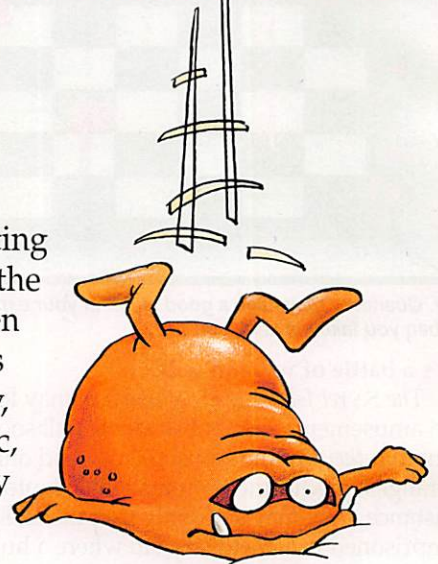
Just follow these simple rules . . .

Super Munchers is an easy game to learn. Players move a Muncher around the game board, eating the names of items that fit given criteria. For example, when playing at an easy level, kids might munch the word "Chicago" for the category of "U.S. Cities." At a more difficult level, they might eat the word "Tasmanian devil" for the "Marsupial" category. The key is knowing which words fit in the category and which do not. When players munch an incorrect word, they lose one of their Munchers; the game is over when they lose all of them. Kids must also help the Muncher elude Troggles—tricky creatures that enjoy a good Muncher snack almost as much as they like to change the words on the game board when kids aren't paying attention.

As players' scores increase, Troggles multiply and get faster and smarter. In other words, the more the players improve, the more wary they must become . However, hard work pays off and may earn your students a place in the Super Munchers Hall of Heroes.
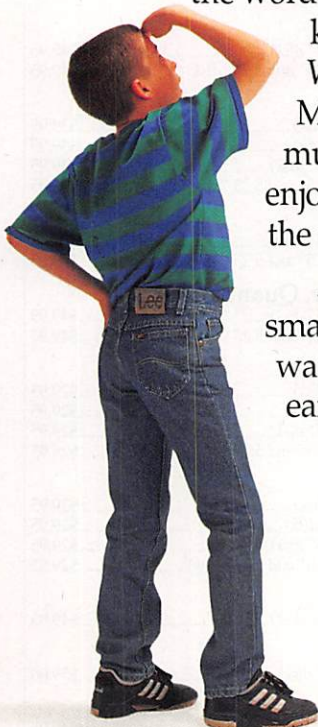
"If you're looking for the ultimate in mind-building challenges, *Super Munchers* is a gaming enthusiast's dream come true."
Compute
April 1992

select realm of all-time-favorite software!

Animated scenes provide a fun break from the munching action as well as brain-teasing activities.

A classic software character transformed into a superhero.

Munchers thrive on a steady diet of correct facts. Every time players munch 20 correct facts in a row, a special transformation cell appears somewhere on the game board. Kids maneuver the Muncher to the cell and, in a flash, the Muncher becomes Super Muncher—complete with cape and a special power called "Answer Vision"—who can eradicate Troggles on contact. Initially, this super-hero power lasts only about 20 seconds. The time limit increases as players continue to munch correct items. Kids need to react quickly to score as many Troggle-trouncing bonus points as possible in that time.

An animated game within a game.

Each time kids clear three game boards by munching all the correct answers, one of a series of five animated cartoons featuring Super Muncher, plus Dr. Frankentroggle and his evil hench-Troggles appears on the screen as a reward. The only way they can see the next cartoon is to solve the puzzle in the cartoon, which provides them with the incentive to keep playing.

Teachers control the action.

To ensure that your students get the most out of their *Super Munchers* experience, you can customize the program to their level of mastery in two ways. You can use either the predetermined Quick Set option that coincides with your students' grade level, or you can opt for detailed customizing by implementing up to 305 rules. Then, protect your choices with the password feature.

"Super Munchers is an entertaining program that kids of all ages (including adults) find irresistible."
Technology & Learning
January 1992

Dr. Frankentroggle is the mastermind behind the Troggles.

A non-stop fact feast.

An exercise in logic, classification skills, and general knowledge—as well as a test of reflexes—*Super Munchers* features 10,000 fascinating facts in 130 categories, three levels of difficulty, and five content settings for hours of munching and learning fun. Introduce your students today to this critically acclaimed package. We guarantee they'll gobble it up!

NEW!

Super Munchers™

Grade 3 – Adult

Macintosh Plus or later, 1 megabyte or more	
No. MC-215-3 *(3.5" disk)*	$69.00
IBM/Tandy and 100% compatibles, 512K	
No. MS-315-3 *(3.5" disk)*	$69.00
No. MS-315-5 *(5.25" disk)*	$69.00

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Wagon Train 1848— the adventure of a lifetime!

It takes teamwork to travel the Oregon Trail and survive. But those who made it say it's worth the struggle.

In 1848, crossing the prairie was no small task.

It took courage, common sense, and lots of teamwork. Pioneers loaded everything they owned into covered wagons and hoped for the best on the grueling 2,000-mile trek. At any moment, they could come down with typhoid, be bitten by snakes, or tip over in a river and lose their belongings—or their lives. But they knew that the new life awaiting them was worth the hardships.
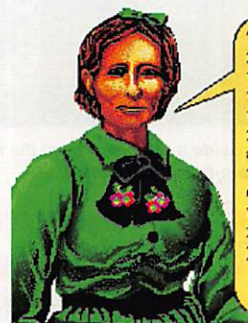
"This prairie is mighty pretty with all the wild flowers and tall grasses. But there's too much of it! I miss not having a town nearby. I wonder how many days until I see a town -- a town with real shops, a church, people..."

"Be careful you don't push those animals too hard! Keep 'em moving but set them a fair pace. Can't keep driving 'em so fast or you'll end up with lame-footed animals. A lame ox is about as good to you as a dead one!"

Students can relive this heart-quickening experience.

An adventure in cooperative learning, *Wagon Train 1848* is "groupware," which students use simultaneously while at different computers. With up to 30 Macintosh "wagons" linked via network, students set out on the trail as a group. They are accountable for each other, and they earn the highest number of points if everyone reaches Oregon safely. One wagon's troubles affect everyone else. So students must make decisions wisely and take the whole group into consideration.

For example, if someone becomes ill, should the group stop? If they do, autumn will be that much closer, which means colder temperatures, rain, and even snow. Time lost means greater risk. But if someone's life is in danger . . . Students quickly learn that every decision has its consequences.

Cooperation means survival.

In 1848, there were dire results of not working together. Pioneers who disagreed with the others in their wagon trains often broke off and went their own ways. Many of them failed to make it to the Oregon Territory and, as a result, the prairie was dotted with many lonely gravestones.

"I carved my name way up the side of Independence Rock, near the top. There are hundreds of names up there! The oldest ones were carved by mountain men and fur trappers -- famous names like Fremont, Bonneville, and DeSmet!"

Learning together makes success sweeter.

Studies have shown that cooperative learning is effective, motivating, and fun. When students are responsible for each other, their attitudes change. They begin working for the success of the group instead of just for themselves—a valuable skill they'll use throughout their lives.

Wagons ho!

The journey begins with careful planning in Independence, Missouri. Students first select their occupations: farmer, saddlemaker, carpenter, teacher, blacksmith, doctor, or banker.

The store

Next, students purchase the supplies: food, clothing, oxen, ammunition, and spare parts for their wagons. They also decide how to govern themselves and when to leave. (Too early and there won't be grass for the oxen; too late and they'll be hindered by snowfall.) And off they go.

"Sarah, do you have enough food?"

Throughout the journey, students use the "talk" option to send messages to one another. They must carefully monitor everyone's status, for the trip is dangerous and conditions change quickly.

Life on the trail is unpredictable.

There are plenty of surprises along the way. For example, when travelers are hungry they may find wild fruit or game. Or they may meet other travelers or American Indians who want to trade supplies. An on-line guidebook details the local geography, climate, and wildlife, and colorful characters appear throughout the trip to offer advice and encouragement.

There are life-or-death decisions at every turn.

For example, if winter is close on their heels, they may need to save time by rafting down the treacherous Columbia River. Unfortunately, many pioneers made it all the way to the Columbia only to drown in its rough and icy waters.

The "talk" option

A saga of teamwork and triumph!

Wagon Train 1848 is an interdisciplinary program that helps students learn about American history, geography, and language arts. In any context, it helps them to develop thinking skills and to practice cooperative learning. Through the spirit of teamwork and adventure, *Wagon Train 1848* brings history to life.

"*Wagon Train 1848* provides us with a glimpse of a new category of software . . . and a superb teaching use of technology."

—Joanne Troutner
Emergency Librarian, September/October 1991

For product number and price information on *Wagon Train 1848*, please see page 55.

Products That Include Cooperative Learning		Targeted Grade Level													
		Pre	K	1	2	3	4	5	6	7	8	9	10	11	12
Mathematics	Problem-Solving with Nim					■	■	■	■	■	■				
	Wonderland Puzzles					■	■	■	■	■	■	■	■	■	■
Science	Cavity Busters						■	■	■	■	■				
	Cleanwater Detectives							■	■	■	■	■	■	■	■
	Murphy's Minerals						■	■	■	■	■	■			
	Rocket Factory						■	■	■	■	■				
	Woolly's Garden	■	■	■	■										
Language Arts	Littletown Zoo	■	■	■	■										
	Picture a Story		■	■	■	■									
	Space Station Freedom							■	■	■	■	■			
	Vacation Nation Travel						■	■	■	■					
Social Studies	Bluegrass Bluff							■	■	■	■	■			
	Dr. Livingstone, I Presume?							■	■	■	■	■	■		
	Lewis and Clark Stayed Home						■	■	■	■	■	■			
	Time Navigator							■	■	■	■	■	■	■	■
	Time Navigator Around the World							■	■	■	■	■	■	■	■
	Time Navigator Leaps Back							■	■	■	■	■	■		
	Wagon Train 1848							■	■	■	■	■			

NEW!
SnapDragon™

Preschool – Grade 1

Children join a camera-toting dragon and his teddy bear in exploring the concepts of classification and grouping in this open-ended environment. While visiting settings—from the depths of the sea to outer space—kids sort and play with objects while delighting in amusing animation and sound effects. Features more than 400 objects and scenes that children can activate.

- Features an on-screen photo album.
- Includes pictures of SnapDragon to print out and color or to color on-screen.

Macintosh Plus or later, 1 megabyte or more *(Available Spring 1993)*	
No. MC-225 *(3.5" disk)*	$69.00

IBM/Tandy and 100% compatibles, 640K *(Available Winter 1992–93)*	
No. MS-325-3 *(3.5" disk)*	$69.00
No. MS-325-5 *(5.25" disk)*	$69.00

NEW!
Wonderland Puzzles™

Grades 4–7

Alice's Adventures in Wonderland has been delighting generations of readers with its own brand of logic. In this learning game, Wonderland's most memorable citizens lead the kids in your class into their special world of logic and strategy.

- Promotes the integration of math and language-arts skills.
- Stresses problem solving through the development of logical strategies.

Apple 128K	
No. A-310-3 *(3.5" disk)*	$59.00
No. A-310-5 *(5.25" disk)*	$59.00

Media & Methods Award
Instant Survey

Grade 7 – Adult

A cross-curricular product for use by teachers in all disciplines, *Instant Survey* puts kids in the challenging roles of survey researchers. Whether students work individually or in cooperative-learning groups, they will formulate effective questions and investigate the answers.

Apple 128K	
No. A-245-3 *(3.5" disk)*	$59.00
No. A-245-5 *(5.25" disk)*	$59.00

Instant Survey Sampler

Grades 3–12

Designed to accompany *Instant Survey*, this package features 23 pre-written surveys about such timely topics as electronic media, elections and polls, alcohol, and more. You and your students can modify them for your own use or study them as examples of successful survey research.

Apple 128K	
No. A-224-3 *(3.5" disk)*	$49.00
No. A-224-5 *(5.25" disk)*	$49.00

Products with Thinking-Skills Matrices — Targeted Grade Level

Category	Product	Pre	K	1	2	3	4	5	6	7	8	9	10	11	12
Language Arts	Fish School							■	■						
	Littletown Zoo					■	■								
	Moving Museum							■	■						
	Picture a Story		■	■											
	Space Station Freedom							■	■						
	Storybook Weaver			■	■	■	■								
	Storybook Weaver: World of Adventure			■	■	■	■								
	Storybook Weaver: World of Make-Believe			■	■	■	■								
	Vacation Nation Travel							■							
	Windy City							■	■						
Mathematics	Conquering Percents								■	■					
	Estimation Activities						■	■	■						
	Estimation: Quick Solve I							■	■	■					
	Estimation: Quick Solve II									■	■	■			
	Estimation Strategies											■	■	■	■
	Exploring Chaos											■	■	■	■
	Exploring Sequences and Series											■	■	■	■
	Probability Lab								■	■	■	■			
	Problem-Solving with Nim						■	■	■	■	■				
	Take a Chance!					■	■	■	■						
	Wonderland Puzzles						■	■	■	■					
Science	Cavity Busters							■	■	■					
	Chemistry: Balancing Equations											■	■	■	■
	Chemistry: The Periodic Table										■	■	■	■	■
	Cleanwater Detectives							■	■	■	■				
	Exploring Gas Laws											■	■	■	■
	Five-Star Forecast							■	■	■					
	Fossil Hunter							■	■	■					
	Invisible Bugs							■	■	■					
	The Living Cell								■	■	■	■			
	Murphy's Minerals							■	■	■	■				
	Paper Plane Pilot							■	■	■	■				
	Rocket Factory							■	■	■	■				
	Sun and Seasons							■	■	■					
	Weeds to Trees								■	■	■	■			
	Woolly Bounce			■	■	■									
	Woolly's Garden			■	■	■									

Teacher manuals and binders make MECC software packages complete. Call 800/685-MECC.

Problem-Solving with Nim 😊–😊

Grades 3–8

In this simulation of the ancient game of Nim, students in your class apply thinking skills and careful calculation to outmaneuver the computer or a classmate. Four variations keep kids' wits in top form.
- Builds thinking skills by encouraging kids to develop winning strategies.
- Focuses on identifying and analyzing patterns and relationships.

Apple 128K
No. A-257-3 *(3.5" disk)* **$59.00**
No. A-257-5 *(5.25" disk)* **$59.00**

AWARD *Parents' Choice* and *Electronic Learning* Awards

Problem-Solving Strategies 😊–😊

Grades 5–9

Problem-Solving Strategies presents kids with a variety of challenges that require different strategic solutions—graphic puzzles, open-ended problems, and more—to help them learn how to collect data, make generalizations, and apply strategies.

Apple 48K
No. A-784-5 *(5.25" disk)* **$59.00**

AWARD NEA Teacher-Certified
Council for Exceptional Children Award

Mind Puzzles™ 😊–😊

Grades 6–9

Looking at problems from many different angles is the most effective approach to finding solutions. Children use the computer to explore different logical ways to brainstorm and reach conclusions.

Apple 48K
No. A-780-3 *(3.5" disk)* **$59.00**
No. A-780-5 *(5.25" disk)* **$59.00**

AWARD *InCider* and *Media & Methods* Awards

Zoyon Patrol™

Grades 7–12

Your students' skills at analyzing and synthesizing information and drawing conclusions are put to the test as they lead the effort to track, locate, and capture the elusive endangered creatures called *zoyons* to return them to their natural habitat.

Apple 128K
No. A-199-3 *(3.5" disk)* **$59.00**
No. A-199-5 *(5.25" disk)* **$59.00**

Products with Thinking-Skills Matrices		Pre	K	1	2	3	4	5	6	7	8	9	10	11	12
Social Studies	Bluegrass Bluff								■	■	■				
	Dr. Livingstone, I Presume?							▨	▨	▨	▨				
	Freedom!								■	■					
	History Makers						▨	▨	▨						
	Lewis and Clark Stayed Home								■	■					
	Time Navigator										▨	▨	▨	▨	▨
	Time Navigator Around the World									■	■	■	■	■	
	Time Navigator Leaps Back										▨	▨	▨	▨	▨
Tools	Instant Survey								■	■	■	■	■	■	■
	Instant Survey Sampler		▨	▨	▨	▨									

Other Thinking-Skills Products		Pre	K	1	2	3	4	5	6	7	8	9	10	11	12
Science	Backyard Birds					■	■	■	■						
	Lunar Greenhouse						▨	▨	▨	▨	▨				
	Wood Car Rally						■	■	■	■	■				
Social Studies	Jenny's Journeys					■	■	■							
	The Market Place				■	■	■	■							
	The Oregon Trail						■	■	■	■	▨	▨	▨		
	USA GeoGraph						■	■	■	■	▨	▨	▨	▨	
	Wagon Train 1848							▨	▨	▨	▨	▨			
	World GeoGraph						■	■	■	■	▨	▨	▨	▨	
Interdisciplinary	Mind Puzzles							▨	▨	▨	▨				
	Problem-Solving Strategies						▨	▨	▨	▨	▨				
	SnapDragon	■	■	■											
	Zoyon Patrol								▨	▨	▨	▨	▨	▨	

NEW!

AWARD The 1992 International Summer Consumer Electronics Show Innovations '92 Software Showcase

The Secret Island of Dr. Quandary™ 😊–😊

Grades 3–12

For a complete description of this action-adventure game that helps develop logic, thinking, and math skills, see pages 10–11.

Macintosh Plus or later, 1 megabyte or more
No. MC-216 *(3.5" disk)* **$69.00**

IBM/Tandy and 100% compatibles, 640K
No. MS-316-3 *(3.5" disk)* **$69.00**
No. MS-316-5 *(5.25" disk)* **$69.00**

Network versions and pricing 😊–😊
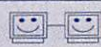
This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.
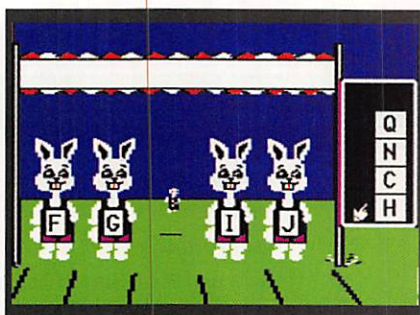
Early Learning Series

First-Letter Fun™

Preschool – K

Animated scenes provide the backdrop for young students' first phonics lesson. As colorful pictures appear, kids pick a letter from a group of four that matches the beginning sound of the object shown. You can use either upper- or lower-case letters.

Apple 64K	
No. A-154-3 *(3.5" disk)*	$49.00
No. A-154-5 *(5.25" disk)*	$49.00

Fun from A to Z™

Preschool – K

Young children practice such alphabet skills as distinguishing letters, matching upper- and lower-case forms, and recalling alphabetic sequences while helping songbirds find their way home and completing connect-the-dot puzzles.

Apple 64K	
No. A-164-3 *(3.5" disk)*	$49.00
No. A-164-5 *(5.25" disk)*	$49.00
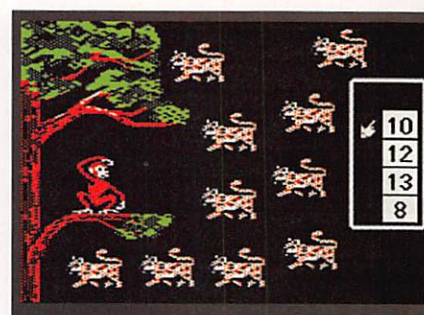
High Scope's Early Childhood Software Award of Excellence—Software of the Year 1990
Counting Critters™

Preschool – K

Fun-filled lessons in numbers from 1 to 20! Children count animals on a safari, match numbers in a magic show, supply a pet store with puppies, and much more. You can adjust the program for children with different keyboarding abilities.

Apple 64K	
No. A-165-3 *(3.5" disk)*	$49.00
No. A-165-5 *(5.25" disk)*	$49.00

Arithmetic Critters™

K – Grade 2

A great follow-up to *Counting Critters*, this package is filled with captivating characters to help your students practice basic arithmetic skills. Includes drills on place values to 99, single-digit addition and subtraction, and basic measurement.

Apple 64K	
No. A-166-3 *(3.5" disk)*	$59.00
No. A-166-5 *(5.25" disk)*	$59.00

Early Learning Series

Parents' Choice and *High Scope*'s Educational Research Foundation Award

Picture Chompers™ 😊–😊

K – Grade 1

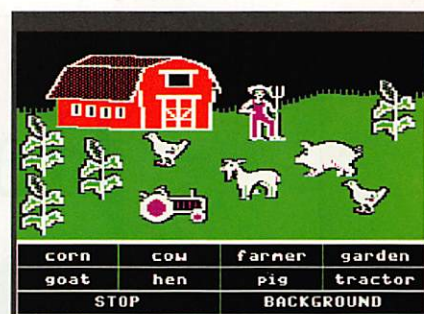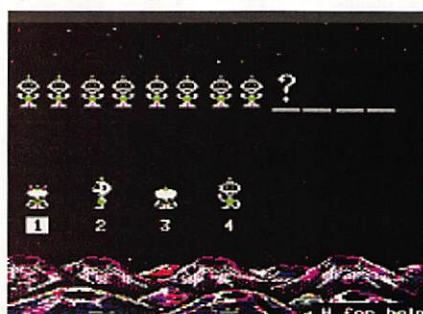In this action-packed game, kids move teeth around a game board, "chomping" objects that have the same color, size, shape, design, class, and use. The game can be played with or without the timer.

- More than 400 graphics and three levels of difficulty for a continual challenge.
- Chomper's Club for players with the highest scores.

Apple 128K	
No. A-255-3 *(3.5" disk)*	$59.00
No. A-255-5 *(5.25" disk)*	$59.00

Technology and Learning Award

Patterns™ 😊–😊

K – Grade 1

Kids enter a world of intergalactic patterns and entertaining space creatures. They experience patterns aurally and visually and learn to recognize and extend linear patterns—skills that are cornerstones of good math and science reasoning.

Apple 128K	
No. A-227-3 *(3.5" disk)*	$59.00
No. A-227-5 *(5.25" disk)*	$59.00

Family Computing Critics' Choice Award

Paint with Words™ 😊–😊

Preschool – Grade 2

As children recognize simple words, those words instantly turn into pictures with this vocabulary builder. They can then use these pictures to create computer paintings. Add the optional Jostens Ufonic™ Voice system, and a natural-sounding voice gives students additional feedback.

Apple 64K	
No. A-158-5 *(5.25" disk)*	$49.00

Network versions 😊–😊 and pricing

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.

The Complete *Early Learning Series*™

Preschool – Grade 2

Seven packages filled with "learning readiness" activities.

Apple 64K All seven packages	
No. A-166A-5 *(5.25" disk)*	$310.00
	A $373.00 value!

Patterns and *Picture Chompers* require 128K.

How to weave a story.

Open one of the *Storybook Weaver* products. Inside, you will find an exciting writing tool that combine words and pictures to actively engage students in the writing process. The *Storybook Weaver* programs accommodate a wide range of writing abilities and a variety of ages.

Each product employs a simple yet in-depth approach to cultivating students' writing. *Storybook Weaver* focuses on helping students discover the world around them. *Storybook Weaver: World of Adventure* allows students to experience high adventure by using their imaginations to create stories with adventure themes. *Storybook Weaver: World of Make-Believe* (and *Storybook Weaver* for Macintosh and IBM/Tandy) draws upon the elements of folklore. Characters, objects, and page borders in the program are derived from the literature of various cultures. The programs allow students to translate their ideas into words and pictures as they design the fabric of their stories.
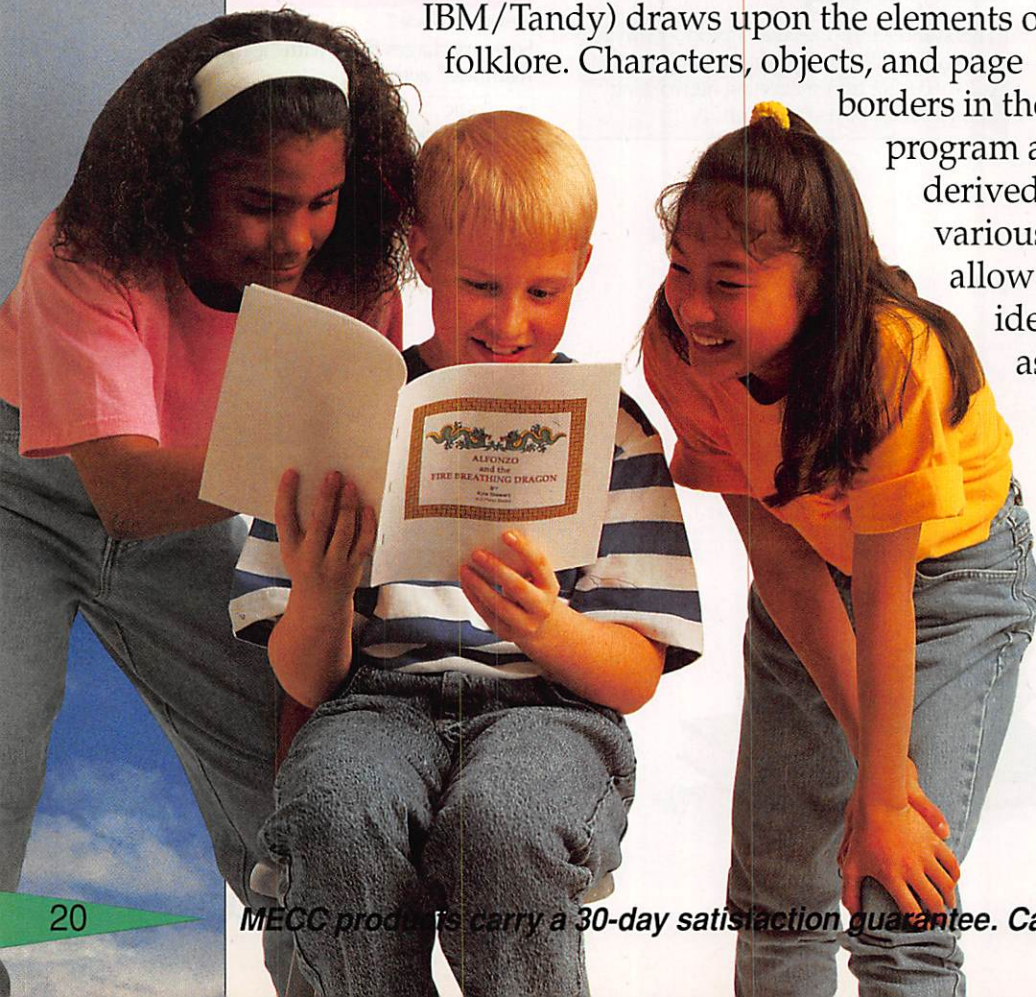
Name your story. All three *Storybook Weaver* programs feature a title page that allows students to personalize their stories. Students choose from different colors of type and several border patterns to create their own unique title pages.

Children use the story window to write their stories.

Write your story. Each *Storybook Weaver* program includes a story window that students use to enter text. The story window offers some of the features of a simple word processor—such as cut-and-paste capabilities—and a unique spell option. This option allows students simply to select an object from the picture window to have its corresponding words automatically inserted in the text. This encourages students to use words that are part of their spoken vocabulary but that they may not know how to spell. Students can also choose different type styles and sizes in the story window.

Kids choose from hundreds of objects and many scenery combinations to illustrate their stories.

Illustrate your story. Pictures are an important component of communication and can be an effective means of telling a story, even for young children. All three *Storybook Weaver* products feature a picture window that allows students to communicate through pictures as well as words. Kids illustrate their stories by manipulating from 300 to 500 objects, 108 scenery combinations, and 24 colors. They can control the size,
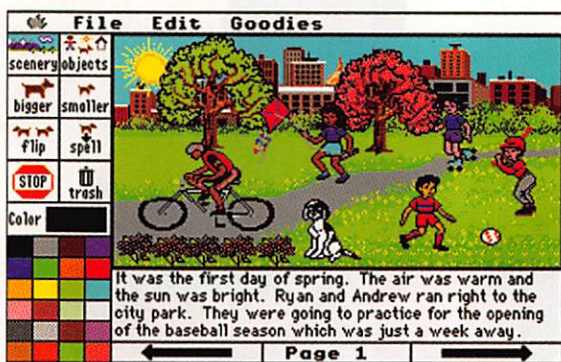
orientation, and color of objects by using a series of buttons and a color palette. They can also choose the time of day for their pictures and change the skin tones of the people in their stories to reflect different cultures.

Share your story. MECC knows how important it is for students to share their work with teachers, parents, and peers. Each *Storybook Weaver* product gives students the opportunity to print their stories so that others can also enjoy them. The *Storybook Weaver* products also allow students to save their stories on disks so that they can be shared electronically via any computer running the same *Storybook Weaver* product.

Storybook Weaver products give children the ability to explore the writing process. They can start with pictures or text—or both—to create their stories. Each *Storybook Weaver* program is different, but they all share a common thread: each one involves students in their writing and helps them to create stories that they will be proud to share with their teachers, parents, and friends!

NEW!
Storybook Weaver™
K – Grade 8

Macintosh Plus or later, 1 megabyte or more	
No. MC-218-3 *(3.5" disk)*	$69.00

NEW!
Storybook Weaver™
K – Grade 8

IBM/Tandy and 100% compatibles, 640K	
No. MS-318-3 *(3.5" disk)*	$69.00
No. MS-318-5 *(5.25" disk)*	$69.00

Media & Methods Award
Storybook Weaver™
K – Grade 6

Apple IIGS, 1 megabyte or more	
No. A-275-3 *(3.5" disk)*	$59.00

Two 3.5" disk drives required.

Storybook Weaver™: World of Make-Believe
K – Grade 6

Apple IIGS, 1 megabyte or more	
No. A-298-3 *(3.5" disk)*	$59.00

Two 3.5" disk drives required.

The 1991 California Children's Book, Video, and Software Award
Storybook Weaver™: World of Adventure
K – Grade 6

Apple IIGS, 1 megabyte or more	
No. A-276-3 *(3.5" disk)*	$59.00

Two 3.5" disk drives required.

Rabbit's Magic Show

| Chance | Choose | Play | Story | Who |

↔: Move   Return: Choose   P: Print

NEW!
Picture a Story

K – Grade 2

Young children develop stories of their own by selecting from a variety of playful characters and arranging a series of pictures. They can then view an animated action sequence based on the pictured story. Read, write, and print options are available.
- Fosters language development.
- Focuses on learning through discovery to explore language and storytelling in an open environment.

Apple 128K	
No. A-311-3 (3.5" disk)	$59.00
No. A-311-5 (5.25" disk)	$59.00

Language Arts—Writing		Pre	K	1	2	3	4	5	6	7	8	9	10	11	12
Spelling	Spellevator				▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓
	Spelling Press			▓	▓	▓	▓	▓							
	Spelling Puzzles and Tests				▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓
	Spelling Series Toolkit			▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓
	Spelling Workout			▓	▓	▓	▓	▓	▓						
Composition	Picture a Story		▓	▓	▓										
	Storybook Weaver				▓	▓	▓	▓	▓	▓	▓				
	Storybook Weaver: World of Adventure								▓	▓	▓	▓	▓	▓	▓
	Storybook Weaver: World of Make-Believe		▓	▓	▓	▓	▓	▓							
	View and Write					▓	▓	▓	▓	▓	▓				
Grammar and Usage	Grammar Gazette							▓	▓	▓	▓	▓	▓	▓	▓
	Grammar Gobble					▓	▓	▓	▓	▓					
	Grammar Madness								▓	▓	▓	▓	▓	▓	▓
	Grammar Monsters				▓	▓	▓	▓	▓						
	Grammar Toy Shop		▓	▓	▓	▓									
Keyboarding	CommuniKeys					▓	▓	▓	▓	▓	▓				
Productivity Tools	Spelling Series Toolkit			▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓

Express Delivery Reading Series

NEW!
Moving Museum™

Grades 5–6

The museum is in chaos, and Scrappy needs your students' help to collect papers, exhibit signs, schedules, letters, lists, and tour information and put them back where they belong while dodging the cleaning and security robots. To obtain the clues necessary to return documents to their proper location, students must examine each for topic, content, and form.

- Designed for repeated use with hundreds of readings in various writing styles.
- Option to specify comprehension questions and record and save student records.

Apple 128K	
No. A-303-3 (3.5" disk)	$59.00
No. A-303-5 (5.25" disk)	$59.00

NEW!
Express Delivery Reading Series

Grades 2–6

The lovable character Scrappy turns reading-comprehension and problem-solving skills into a game.

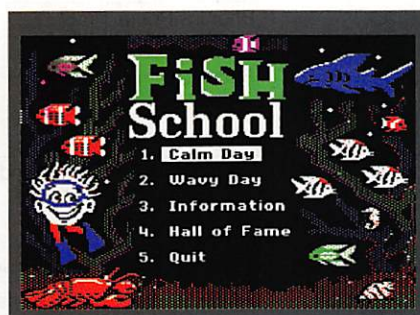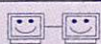| Apple 128K	
All three packages	
No. A-301A-3 (3.5" disk)	$160.00
	A $177.00 value!
No. A-301A-5 (5.25" disk)	$160.00
	A $177.00 value!

Network versions and pricing

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.
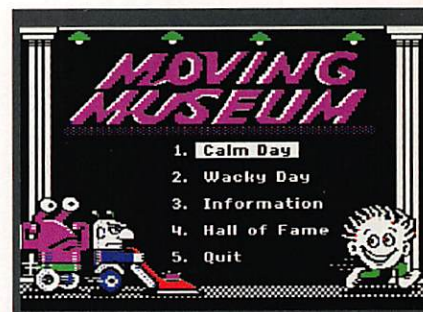

NEW!
Fish School™

Grades 2–3

Scrappy and the kids in your class go under the sea to the paper-strewn halls of Fish School. Together they collect report cards, course descriptions, notes, journals, tests, worksheets, and school announcements that have been scattered by a powerful ocean current. Then kids return the documents to their proper locations by examining each for topic, content, and form.

- Features hundreds of readings in various writing styles.
- Option to record and save student records.

Apple 128K	
No. A-302-3 (3.5" disk)	$59.00
No. A-302-5 (5.25" disk)	$59.00

NEW!
Windy City™

Grades 4–5

It's Scrappy to the rescue when a strong wind litters the city streets with letters, memos, notices, newspapers, and advertisements. Your students help Scrappy collect as many documents as possible while avoiding twisters and street sweepers. They then examine each document for topic, content, and form and return it to its proper location.

- Features readings in various writing styles for repeated use.
- Option to specify comprehension questions.

Apple 128K	
No. A-301-3 (3.5" disk)	$59.00
No. A-301-5 (5.25" disk)	$59.00
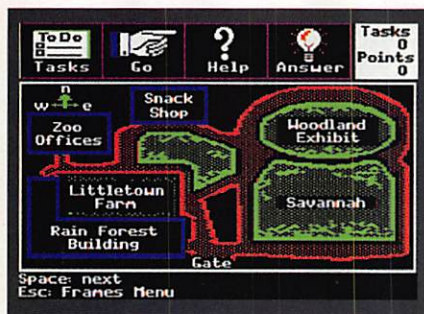
Littletown Zoo™ ☺–☺

Grades 3–4

As assistant zookeepers at Littletown Zoo, your students are assigned the job of deciding which three animals to add to an exhibit. A variety of references—data cards, letters from visitors, and zookeeper records—are available to help them make their decisions.

- Features a high-score list.
- Reading topics include mammals, the environment, and endangered species.

Apple 128K	
No. A-292-3 *(3.5" disk)*	$59.00
No. A-292-5 *(5.25" disk)*	$59.00
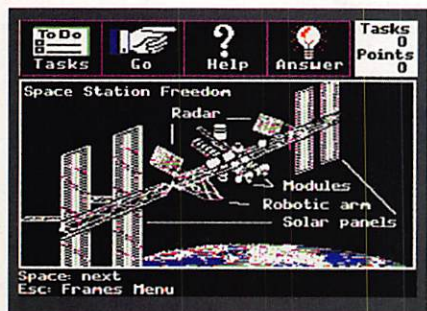
AWARD *Media & Methods* Award

Space Station Freedom™ ☺–☺

Grades 5–6

Students take on the job of deciding who of the many willing candidates will be chosen to go on the next space station mission. They make their decisions by completing fact-finding tasks that cover such reading-comprehension skills as main idea, supportive details, and fact or opinion.

- Features a high-score list.
- A wide range of candidates for different space missions keeps the package exciting each time students play.

Apple 128K	
No. A-290-3 *(3.5" disk)*	$59.00
No. A-290-5 *(5.25" disk)*	$59.00

Frames: A Reading Comprehension Series

Vacation Nation Travel™ ☺–☺

Grades 4–5

Travel agent positions are available at Vacation Nation Travel—and the kids in your class are the ideal candidates. As travel agents, they select the best vacations for their clients based on research using data cards, letters of recommendation, and descriptions.

- Features a high-score list.
- Develops reading-comprehension, fact-finding, and problem-solving skills.

Apple 128K	
No. A-291-3 *(3.5" disk)*	$59.00
No. A-291-5 *(5.25" disk)*	$59.00

Frames: A Reading Comprehension Series

Grades 3–6

Kids sharpen their reading-comprehension skills in these discovery-learning simulations.

Apple 128K **All three packages**	
No. A-290A-3 *(3.5" disk)*	$160.00
	A $177.00 value!
No. A-290A-5 *(5.25" disk)*	$160.00
	A $177.00 value!

Language Arts—Reading		Targeted Grade Level													
		Pre	K	1	2	3	4	5	6	7	8	9	10	11	12
Readiness	First-Letter Fun	█	█	▓											
	Fun from A to Z	█	█	█											
	Paint with Words	█	█	█	▓										
	Patterns	█	█	▓											
	Picture Chompers	█	█												
Phonics	First-Letter Fun	█	█	▓											
	Phonics Prime Time: Blends and Digraphs			▓	█	▓									
	Phonics Prime Time: Final Consonants			█	▓										
	Phonics Prime Time: Initial Consonants			█	▓										
	Phonics Prime Time: Vowels I			█	▓	▓									
	Phonics Prime Time: Vowels II			▓	█	▓									
	Word Munchers				█	█	█	█	▓						
Word Building	Words at Work: Compound It!					█	█	█	▓						
	Words at Work: Contraction Action					█	█	▓							
	Words at Work: Prefix Power						█	█	▓						
	Words at Work: Suffix Sense						█	█	▓						
Comprehension	Fish School					█	▓								
	Littletown Zoo					█	█								
	Moving Museum						█	▓							
	Space Station Freedom							█	█						
	Those Amazing Reading Machines I						█								
	Those Amazing Reading Machines II							█							
	Those Amazing Reading Machines III								█						
	Those Amazing Reading Machines IV									█					
	Vacation Nation Travel						█	█							
	Windy City							█							
Productivity Tools	Reading Textbook Connection (2nd Edition)		█	█	█	█	█	█	█						

MECC Grammar Series


NEW!
Grammar Gobble™ 😊—😊

Grades 1–6

In this new grammar game, children in your class move a set of teeth around a game board and gobble all the words on a grid that either complete a given sentence or match a target part of speech.

- Includes difficulty levels that can be set to match students' reading or grade levels.
- Provides remediation for students having trouble.

| Apple 128K	
No. A-306-3 *(3.5" disk)*	$59.00
No. A-306-5 *(5.25" disk)*	$59.00
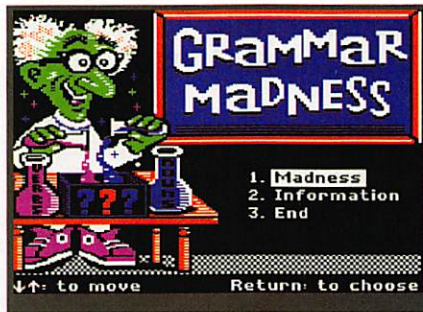
NEW!
Grammar Madness™ 😊—😊

Grades 3–6

Humorous, unpredictable stories result when your students select parts of speech to be incorporated into pre-written pieces. In the process, kids learn to recognize parts of speech by using styles of writing and vocabulary appropriate to their grade level.

- Features a wide range of difficulty levels and several writing styles.
- Provides remediation for students having trouble.

Apple 128K	
No. A-307-3 *(3.5" disk)*	$59.00
No. A-307-5 *(5.25" disk)*	$59.00
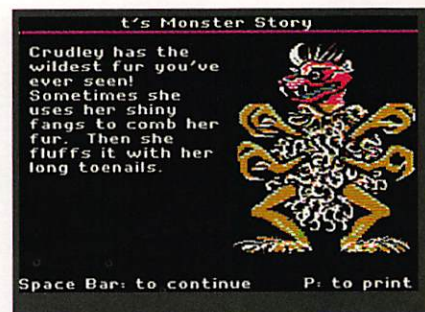
**AWARD** *Parents' Choice* Award
Grammar Monsters™ 😊—😊

Grades 3–4

One creepy monster after another creates grammar fun for your students as they learn to select words to complete sentences, edit usage errors, and identify parts of speech.

- Features three interactive programs.
- Reinforces and builds upon the grammar skills introduced in class.

Apple 128K	
No. A-272-3 *(3.5" disk)*	$59.00
No. A-272-5 *(5.25" disk)*	$59.00
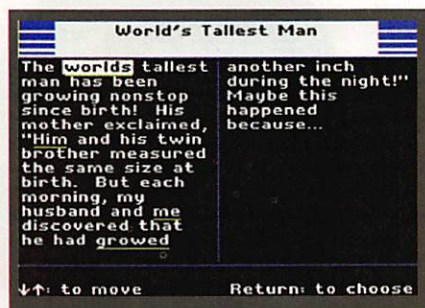
Grammar Gazette™ 😊—😊

Grades 5–6

Students learn to recognize parts of speech, edit usage problems, and expand sentences with prepositional phrases while taking on the roles of newspaper reporters, editors, and staff writers. A special decoding game helps kids see patterns in words.

- Features a true-to-life newsroom setting.
- Builds a greater command of language by developing more complex grammar skills.

Apple 128K	
No. A-273-3 *(3.5" disk)*	$59.00
No. A-273-5 *(5.25" disk)*	$59.00
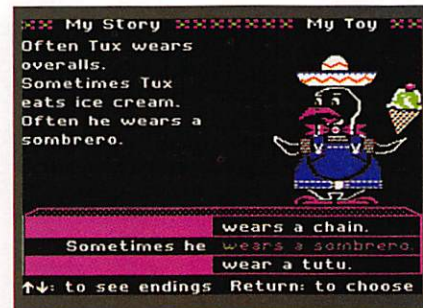
Grammar Toy Shop™ 😊—😊

Grades 1–2

In this special toy shop—when no one else is around—animals, dinosaurs, and other creatures come to life to help your young students learn the basic parts of speech, subject/verb agreement, present and past verb tense, and sentence structure.

- Includes management option for tailoring the program to your students' needs.
- Builds basic grammar skills.

Apple 128K	
No. A-271-3 *(3.5" disk)*	$59.00
No. A-271-5 *(5.25" disk)*	$59.00

The *MECC* Grammar Series™

Grades 1–6

Help your students learn grammar—the foundation of reading and writing skills.

Apple 128K All five packages	
No. A-271A-3 *(3.5" disk)*	$260.00
	A $295.00 value!
No. A-271A-5 *(5.25" disk)*	$260.00
	A $295.00 value!

Network versions and pricing 😊—😊

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.

mecc

Phonics

Phonics Prime Time™: Initial Consonants

K – Grade 1

When students correctly match consonants with illustrations that represent words starting with those consonants, puppeteer Waldo Grizzy and a group of frolicking frogs will make sure they're rewarded with colorful computer pictures.

Apple 64K
No. A-175-3 *(3.5" disk)*.................................$59.00
No. A-175-5 *(5.25" disk)*..............................$59.00

Not recommended for use with the Apple IIc Plus.

MECC Reading Collection

Phonics Prime Time™: Final Consonants

K – Grade 2

Lively animated pictures are your students' reward for recognizing the final consonants of words. A dachshund and monkey are eager to help and give an additional review of initial consonants.

Apple 64K
No. A-176-3 *(3.5" disk)*.................................$59.00
No. A-176-5 *(5.25" disk)*..............................$59.00

Not recommended for use with the Apple IIc Plus.

Network versions and pricing

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.

Phonics Prime Time™: Blends and Digraphs

Grades 1–3

A trip to the malt shop makes it a treat for kids to recognize 34 consonant blends and digraphs such as *bl*, *ch*, and *thr*. Your students have the opportunity to recognize and create words that begin with these consonant combinations.

Apple 64K
No. A-179-3 *(3.5" disk)*.................................$59.00
No. A-179-5 *(5.25" disk)*..............................$59.00

Not recommended for use with the Apple IIc Plus.

MECC offers cost-effective Lab Kits (see page 70 for details). Call 800/685-MECC.

We use a fan when the weather is hot.

fan

fish   hat   bell

Use arrows to choose bell that sounds like "fan." Then press Return.

Phonics Prime Time™: Vowels I

Grades 1–2

The real action at this carnival is learning long- and short-vowel sounds. Children test their strength at the bell stand and pick up floating ducks while trying to identify words that contain twelve basic vowel sounds.

Apple 64K	
No. A-177-3 *(3.5" disk)*	$59.00
No. A-177-5 *(5.25" disk)*	$59.00

Not recommended for use with the Apple IIc Plus.

MECC Reading Collection

Phonics Prime Time™: Vowels II

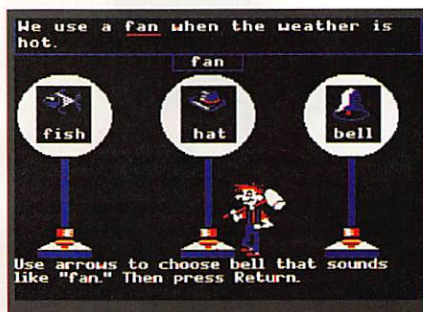Grades 1–3

While spending time at a carnival dunk tank, your students learn to recognize common diphthong "rule-breakers" and "r-controlled" vowel sounds. They also become proficient at identifying words that contain target vowel sounds.

Apple 64K	
No. A-178-3 *(3.5" disk)*	$59.00
No. A-178-5 *(5.25" disk)*	$59.00

Not recommended for use with the Apple IIc Plus.

Word Building
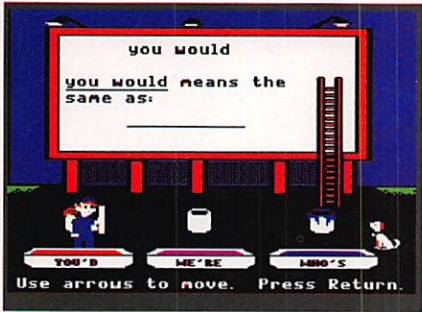
Words at Work™: Contraction Action

Grades 2–4

A painter and his dog lead the way through game-like drills as students attempt to spell more than 50 common contractions and match them with their corresponding words.

Apple 64K	
No. A-180-3 (3.5" disk)	$59.00
No. A-180-5 (5.25" disk)	$59.00

Words at Work™: Compound It!

Grades 3–6

A clown and a cowpoke lead kids through a series of challenging word exercises designed to help them recognize, understand, and use compound words. More than 170 compound words are featured.

Apple 64K	
No. A-183-3 (3.5" disk)	$59.00
No. A-183-5 (5.25" disk)	$59.00

MECC Reading Collection

Words at Work™: Prefix Power

Grades 3–6

Entertaining dragons, firefighters, and artists help take the puzzle out of prefixes for students in your class. While playing three games, kids identify 16 common prefixes in words and define words containing prefixes.

Apple 64K	
No. A-181-3 (3.5" disk)	$59.00
No. A-181-5 (5.25" disk)	$59.00

Parents' Choice Award

Words at Work™: Suffix Sense

Grades 3–5

Your students learn the meaning of 16 suffixes—*ful, ness, ous*, and more—and practice using them. A good vocabulary and strong reading skills are the result of knowing such word-building devices as suffixes.

Apple 64K	
No. A-182-3 (3.5" disk)	$59.00
No. A-182-5 (5.25" disk)	$59.00

MECC offers the largest selection of networkable software. Call 800/685-MECC.

MECC Reading Collection

Reading Comprehension

Technology and Learning and *Parents' Choice* Awards and The American Library Association Booklist of Software Greatest Hits

Those Amazing Reading Machines™

Grades 3–6 Reading Levels

Your students' assignment is to match these weird machines with their descriptions—but it's not as easy as it seems. First, they must try to put tangled paragraphs back in order and correct flawed descriptions. This is an excellent way for students to learn the finer points of description—all while learning to read for sequence and detail as well.

Apple 64K

Those Amazing Reading Machines I
(For Grade 3 Reading Level)
No. A-185-3 *(3.5" disk)* $59.00
No. A-185-5 *(5.25" disk)* $59.00

Those Amazing Reading Machines II
(For Grade 4 Reading Level)
No. A-186-3 *(3.5" disk)* $59.00
No. A-186-5 *(5.25" disk)* $59.00

Those Amazing Reading Machines III
(For Grade 5 Reading Level)
No. A-187-3 *(3.5" disk)* $59.00
No. A-187-5 *(5.25" disk)* $59.00

Those Amazing Reading Machines IV
(For Grade 6 Reading Level)
No. A-188-3 *(3.5" disk)* $59.00
No. A-188-5 *(5.25" disk)* $59.00

Not recommended for use with the Apple IIc Plus.

Management

Reading Textbook Connection (Second Edition)

Textbook Correlation, K – Grade 6

This manual correlates the most popular versions of popular reading textbook series with the entire *MECC Reading Collection*. Also included are charts that match every package and program in the collection with topics, objectives, and page numbers in the textbooks. The textbooks featured are Houghton Mifflin (1983, 1986), Macmillan (1983, 1987), and Scott, Foresman (1983, 1987).

Manual Only
No. A-189-M $59.00

The Complete *MECC Reading Collection*

K – Grade 6

Help your students build a solid reading foundation with these 13 packages.

Apple 64K
All 13 packages (not including the *Reading Textbook Connection*)
No. A-175A-3 *(3.5" disk)* $670.00
A $767.00 value!
No. A-175A-5 *(5.25" disk)* $670.00
A $767.00 value!

Network versions and pricing

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.

The *MECC Spelling Series*

MECC Spelling Series

Grades 1–12

Add excitement to your students' spelling lessons with these four products.

Apple 128K All four packages (not including *Spelling Series Toolkit*)	
No. A-230A-3 *(3.5" disk)*	$210.00
	A $236.00 value!
No. A-230A-5 *(5.25" disk)*	$210.00
	A $236.00 value!

Spelling Workout

Grades 1–12

Now it's easy for you to incorporate the test-study-test method of learning to spell into your students' routine. Kids take a pretest, correct it, concentrate on misspellings, and take a post-test. Records help you track progress and diagnose difficulties.

Apple 128K	
No. A-230-3 *(3.5" disk)*	$59.00
No. A-230-5 *(5.25" disk)*	$59.00

Spelling Series Toolkit™

Productivity Tool, Grades 1–12

This database tool is filled with more than 6,700 words to use in making lists for any product in the *MECC Spelling Series*. Each word is accompanied by a definition, a context sentence, and three misspellings.

Apple 128K	
No. A-233-3 *(3.5" disk)*	$59.00

You can convert existing word lists from *Master Spell, Word Wizards*, and any ProDOS or DOS 3.3 ACSII text file to the *MECC Spelling Series* format with the *Spelling Series Toolkit.*

MECC Spelling Series

AWARD
Media & Methods Award and *Instructor* All-Time Teachers' Favorite

Spellevator™

Grades 1–12

Your students' task is to maneuver Dusters through the hotel to collect letters from scrambled spelling words and then unscramble them. To reach the top floor, Dusters have to ride elevators that won't always stop on the floor kids want and they must also avoid devious vacuum cleaners.

Apple 128K	
No. A-231-3 *(3.5" disk)*	$59.00
No. A-231-5 *(5.25" disk)*	$59.00

To create personalized word lists, you can use either the Spelling List Editor (which is included in the four basic packages here), or use the enhanced *Spelling Series Toolkit* (which must be purchased separately).

Spelling Press

Productivity Tool, Grades 1–12

With this tool, you can create fun crossword puzzles and word searches with students' spelling words. In addition, you can design professional-looking spelling lists and create pretests and post-tests in standardized formats.

Apple 128K	
No. A-232-3 *(3.5" disk)*	$59.00
No. A-232-5 *(5.25" disk)*	$59.00
A printer is required.	

Spelling Puzzles and Tests

Productivity Tool, Grades 1–12

With this program, you can print spelling words in a variety of puzzle and test formats so your students have hours of fun activities to help them practice and learn their spelling words.

Apple 128K	
No. A-234-3 *(3.5" disk)*	$59.00
No. A-234-5 *(5.25" disk)*	$59.00
A printer is required.	

MECC is the leader in developing innovative Membership plans. Call 800/685-MECC.
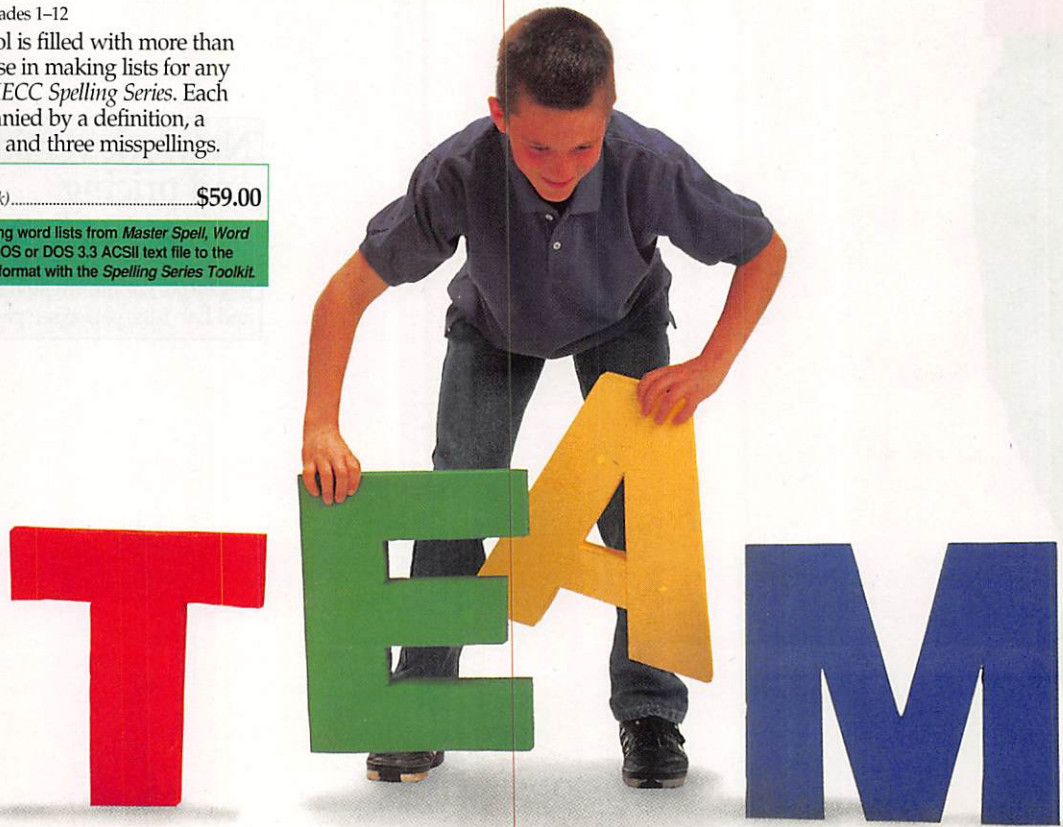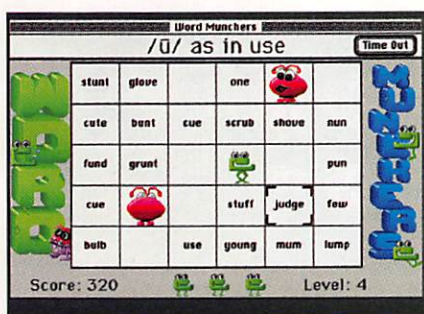
InCider People's Choice and *Parents' Choice* Gold Awards

Word Munchers™ 🖳–🖳

Grades 1–5

Munchers are eating their words! But the Troggles could stop them in their tracks. Students' word skills and reflexes guarantee that the Munchers get their fill of words with target vowel sounds.

- Improves phonics and reading skills.
- Contains a variety of skill levels, making it appropriate for students of different abilities.
- Features a Muncher Hall of Fame for champions.

Apple 64K	
No. A-153-3 *(3.5" disk)*	$59.00
No. A-153-5 *(5.25" disk)*	$59.00

Macintosh Plus or later, 1 megabyte or more	
No. MC-212-3 *(3.5" disk)*	$69.00

IBM/Tandy and 100% compatibles, 512K (640K on network), CGA-VGA	
No. MS-312-3 *(3.5" disk)*	$69.00
No. MS-312-5 *(5.25" disk)*	$69.00

The IBM/Tandy version can be used with Ad Lib' or Ad Lib-compatible sound boards such as Sound Blaster'. Network versions are available only for the Apple and IBM/Tandy platforms.

Network versions 🙂–🙂 and pricing
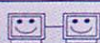
This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.

Media & Methods Award

CommuniKeys™ 🖳–🖳

Grades 3–6

As budding reporters, your students must master keyboarding before their employer— an international agency—will send them on a mission. They learn keyboard elements and correct fingering techniques and then move on to games designed for keyboarding and word-processing proficiency. Once their training is complete, students receive a certificate revealing the destination of their first mission as full-fledged reporters.

Apple 128K	
No. A-248-3 *(3.5" disk)*	$59.00
No. A-248-5 *(5.25" disk)*	$59.00

View and Write (Videotape)

Grades 4–6

In this videotape, a pair of lively children demonstrates how to prewrite, draft, and edit on a computer. Students can draw inspiration from the mime performance and other sketches on the tape when the time comes for them to do their own writing.

Instructional Videotape (please specify VHS or Beta)	
No. VID 5201	$60.00

NEW!
Wonderland Puzzles™
Grades 4–7

Alice's Adventures in Wonderland has been delighting generations of readers with its own brand of logic. In this learning game, Wonderland's most memorable citizens lead your students into their special world of logic and strategy.
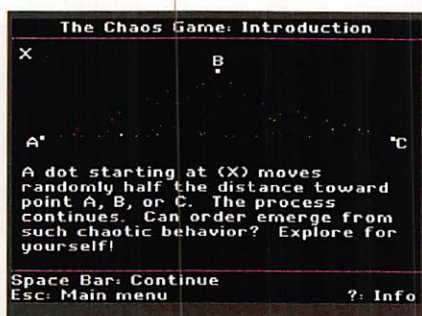
- Promotes the integration of math and language-arts skills.
- Stresses problem solving through the development of logical strategies.

| Apple 128K	
No. A-310-3 *(3.5" disk)*	$59.00
No. A-310-5 *(5.25" disk)*	$59.00

NEW!
Exploring Chaos
Grades 7–12

Introduce the kids in your class to the topics of chaos, fractals, and dynamic systems with a variety of games and activities. Included among the activities are the classic games "Life" and "Chaos."

- Open-ended design encourages exploration.
- Modern topics bring a new excitement into the classroom.

Apple 128K	
No. A-316-3 *(3.5" disk)*	$59.00
No. A-316-5 *(5.25" disk)*	$59.00
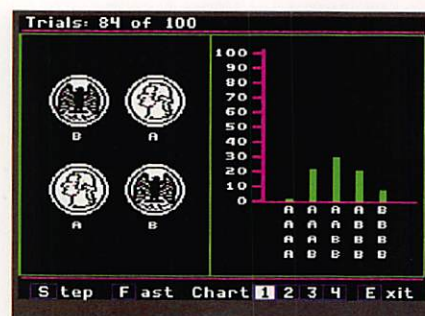
NEW!
Take a Chance!
Grades 2–6, Junior High

Spinners, cubes, coins, and marbles are the tools students use to explore the concept of chance, develop intuition about probability, and design and carry out experiments. Data is displayed on bar graphs and tally charts.

- Students use probability strategies in games of chance against classmates or a computer opponent.
- Features graphs that track the outcomes.

Apple 128K	
No. A-317-3 *(3.5" disk)*	$59.00
No. A-317-5 *(5.25" disk)*	$59.00

▲ AWARD *Media & Methods* Award
Probability Lab
Grades 7–12

Students in your class learn basic probability through a variety of computer-simulated experiments, including tossing coins, rolling dice, drawing cards, spinning wheels, choosing marbles, and picking numbers.

- Includes the option for kids to design their own probability experiments.
- Experiments can be viewed graphically in "step mode" or non-graphically in "auto mode."

Apple 128K	
No. A-262-3 *(3.5" disk)*	$59.00
No. A-262-5 *(5.25" disk)*	$59.00

NEW!	
IBM/Tandy and 100% compatibles, 512K	
No. MS-262-3 *(3.5" disk)*	$69.00
No. MS-262-5 *(5.25" disk)*	$69.00

Problem-Solving with Nim
Grades 3–8

Each move in the game of Nim requires intense concentration. In this simulation of the ancient game, your students apply thinking skills and careful calculation to outwit the computer or a classmate. Four variations keep kids' wits in top form.

- Builds thinking skills by encouraging kids to develop winning strategies.
- Focuses on spotting and analyzing patterns and relationships.

Apple 128K	
No. A-257-3 *(3.5" disk)*	$59.00
No. A-257-5 *(5.25" disk)*	$59.00

Exploring Sequences and Series
Grades 7–12

A quick and convenient method for your students to generate sequences by using formulas or recursions, this program gives kids a chance to view the terms, find partial sums, or combine sequences with other sequences to make new ones.

- Provides an easy and time-saving way to generate sequences.
- Helps kids understand the patterns and relationships in mathematical sequences.

Apple 128K	
No. A-263-3 *(3.5" disk)*	$59.00
No. A-263-5 *(5.25" disk)*	$59.00

Network versions and pricing

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.

Press Control-A to access management options in most MECC products. Call 800/685-MECC.

MECC Estimation Series

Percents	Fractions	Decimals
10	10	10
	20	20

ne
Score: 175

Spike
Score: 60

ne, pick a problem.

Graphs	Time	Money
10	10	10
20	20	20
30	30	30
40	40	40

ne
Score: 0

Biff
Score: 0

This game has 2 rounds. Let's
find out who will start round 1.
Press SPACE BAR to continue

Chomp if less than 400 — Score 50

	39 + 91	99 + 90	66+74+74
67 + 17	91 + 74	862 + 85	18+22+19
13+14+7	292 + 434	84+78+82	609 + 149
87+86+87	76+76+84	58 + 25	35 + 29

Time:
←→↑↓: Move   Space Bar: Chomp

Estimation: Quick Solve I™

Grades 5–8

Your students take on either a friend or one of six computer opponents in this action-packed estimation game. They estimate problems from the categories of whole numbers, decimals, fractions, and percents and are awarded points if their answers fall within an acceptable range.

Apple 128K	
No. A-258-3 *(3.5" disk)*	$59.00
No. A-258-5 *(5.25" disk)*	$59.00

Media & Methods Award

Estimation: Quick Solve II™

Grades 5–8

Based on *Estimation: Quick Solve I*, this fast-paced game opens up a new world of computation and estimation problems for students. Categories include measurement, time, money, and graphs. Kids can match wits with a classmate or one of six computer challengers.

Apple 128K	
No. A-259-3 *(3.5" disk)*	$59.00
No. A-259-5 *(5.25" disk)*	$59.00

Estimation Activities

Grades 4–8

Designed to build upon the skills learned in *Estimation Strategies*, these five entertaining games challenge kids to develop winning strategies and to use their estimation skills.
- Features top-ten high-score lists.
- Includes a variety of management options.

Apple 128K	
No. A-296-3 *(3.5" disk)*	$59.00
No. A-296-5 *(5.25" disk)*	$59.00

Parents' Choice Award

Estimation Strategies

Grades 3–6

Centered in a guided-learning environment, this package leads children through various strategies used in computational estimation. They include ranges, rounding, front-end digits, compatible numbers, and clustering.
- Allows you to view and print student records.
- Contains management options that provide control over student access to individual programs and problem types.

Apple 128K	
No. A-295-3 *(3.5" disk)*	$59.00
No. A-295-5 *(5.25" disk)*	$59.00

The Complete *MECC* Estimation Series

Grades 3–8

Students learn the valuable skills of estimation with these four packages.

Apple 128K	
All four packages	
No. A-258A-3 *(3.5" disk)*	$210.00
	A $236.00 value!
No. A-258A-5 *(5.25" disk)*	$210.00
	A $236.00 value!

mecc

Conquering Math Series
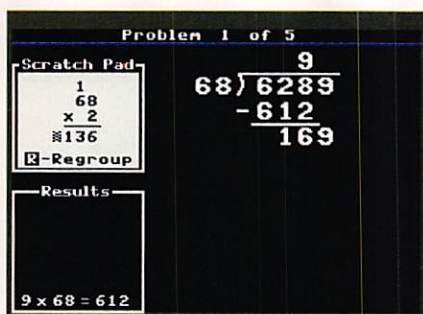
Conquering Whole Numbers

Grades 3–6

Your students will discover how much fun working with whole numbers can be as they practice the four basic whole-number operations with multiple digits and regrouping. Then they can test their problem-solving and factoring skills with enhanced versions of two classic MECC games—"Bagels" and "Tax Collector." Or they can use addition to keep track of their bowling scores.

Apple 64K	
No. A-201-3 *(3.5" disk)*	$59.00
No. A-201-5 *(5.25" disk)*	$59.00

Parents' Choice Award
AWARD

Conquering Fractions (+,-)

Grades 4–8

Students add and subtract fractions with ease after they've completed these skill-building exercises. Then they can enhance their skills and develop strategies in fun-filled fraction races and fraction gobbles while competing with the computer or one another.

Apple 128K	
No. A-204-3 *(3.5" disk)*	$59.00
No. A-204-5 *(5.25" disk)*	$59.00

Parents' Choice Award
AWARD

Conquering Fractions (x,÷)

Grades 5–8

Motivating practice sessions and action-packed games provide the key to mastering the multiplication and division of fractions. Children have the chance to practice until they feel up to the challenge of racing against the clock in a timed fraction chomp or becoming contestants on a quiz show where they try to identify a mystery fraction.

Apple 128K	
No. A-205-3 *(3.5" disk)*	$59.00
No. A-205-5 *(5.25" disk)*	$59.00
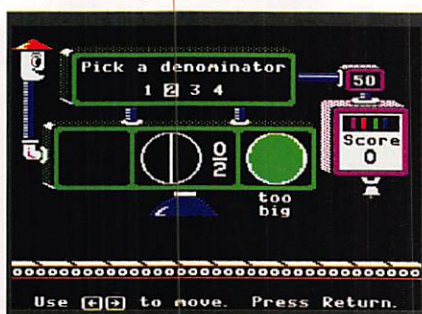
Technology and Learning Award
AWARD

Fraction Concepts, Inc.™

Grades 3–5

Kids become workers in a "fraction factory," where they learn the functions of numerators and denominators. They also become adept at recognizing equivalent fractions expressed in different terms, adding fractions, and practicing special fraction terminology.

Apple 128K	
No. A-202-3 *(3.5" disk)*	$59.00
No. A-202-5 *(5.25" disk)*	$59.00
NEW!	
IBM/Tandy and 100% compatibles, 512K	
No. MS-202-3 *(3.5" disk)*	$69.00
No. MS-202-5 *(5.25" disk)*	$69.00
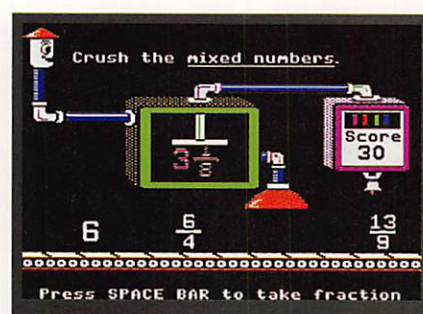
Fraction Practice Unlimited™

Grades 4–6

Now "fraction factory" work is more challenging than ever. Students in your class learn how to reduce fractions to their lowest terms, classify fractions by type or size, compare fractions by size, and rename various fractional numbers.

Apple 128K	
No. A-203-3 *(3.5" disk)*	$59.00
No. A-203-5 *(5.25" disk)*	$59.00
NEW!	
IBM/Tandy and 100% compatibles, 512K	
No. MS-203-3 *(3.5" disk)*	$69.00
No. MS-203-5 *(5.25" disk)*	$69.00

Teacher manuals and binders make MECC software packages complete. Call 800/685-MECC.

Conquering Math Series

```
Problem  1 of 10        (Est. = 123)


        37.598
        70.04
        83.9
      + 79.36
      270.898


            Right
   Press SPACE BAR to continue
```
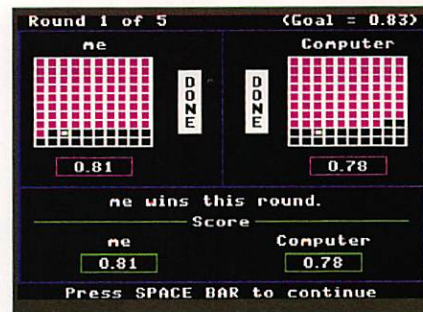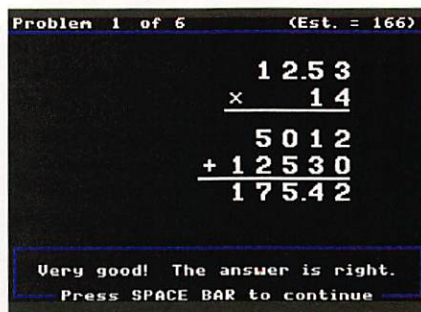
Media & Methods Award
Conquering Decimals (+,-)
Grades 4–8

Intensive practice sessions and challenging games help your students develop basic decimal skills. And management options allow you to regulate operations and problem types, view student performance records, select regroup phrases consistent with your teaching, and activate the optional estimation feature.

Apple 128K	
No. A-207-3 *(3.5" disk)*	$59.00
No. A-207-5 *(5.25" disk)*	$59.00

```
Score   115
```
```
Hit:50
w = 3
f   2.5      ?

Enter force (1.0 to 10.0)    ?-Help
```

Media & Methods Award
Conquering Ratios and Proportions
Grades 5–8

Traveling back to 12th-century Europe, kids in your class discover ratio concepts and use proportions to solve word problems. The two games in this dramatic medieval setting allow students to design castle flags by experimenting with ratios and to try to hit a target with a catapult by setting the correct ratio of rock weight to catapult force.

Apple 128K	
No. A-209-3 *(3.5" disk)*	$59.00
No. A-209-5 *(5.25" disk)*	$59.00

```
Problem  1 of 6         (Est. = 166)

           12.53
         ×    14

          5012
       + 12530
        175.42


Very good!  The answer is right.
  Press SPACE BAR to continue
```

Conquering Decimals (x,÷)
Grades 5–8

Your students will welcome the challenge of multiplying and dividing decimals after they work with the practice sessions and games in this package. Skill builders such as locating decimal multiplication expressions equal to given target values and matching decimal fraction equivalents are included.

Apple 128K	
No. A-208-3 *(3.5" disk)*	$59.00
No. A-208-5 *(5.25" disk)*	$59.00

Media & Methods Award
Conquering Percents
Grades 5–8

This package gives an overview of percents and their uses. Activities include estimating percentages by using geometric shapes and calculating percent problems to determine the original price, discount rate, and amount of discount of merchandise in a department store. In an action-packed "chomper" game, kids learn to distinguish different representations of percents, including visuals, decimals, fractions, and ratios.

Apple 128K	
No. A-210-3 *(3.5" disk)*	$59.00
No. A-210-5 *(5.25" disk)*	$59.00

```
Round 1 of 5          (Goal = 0.83)
     me                  Computer

                DONE  DONE

    0.81                 0.78

       me wins this round.
            Score
     me                  Computer
    0.81                 0.78

   Press SPACE BAR to continue
```

Decimal Concepts
Grades 3–6

In this package, kids learn basic decimal skills. Three learning games introduce place value, ordering and comparing decimal numbers, and the relationship between decimals and fractions. Activities include racing through a maze, trying to hit a decimal number target, and directing decimal numbers to their proper landing places.

Apple 128K	
No. A-206-3 *(3.5" disk)*	$59.00
No. A-206-5 *(5.25" disk)*	$59.00

Network versions and pricing

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.
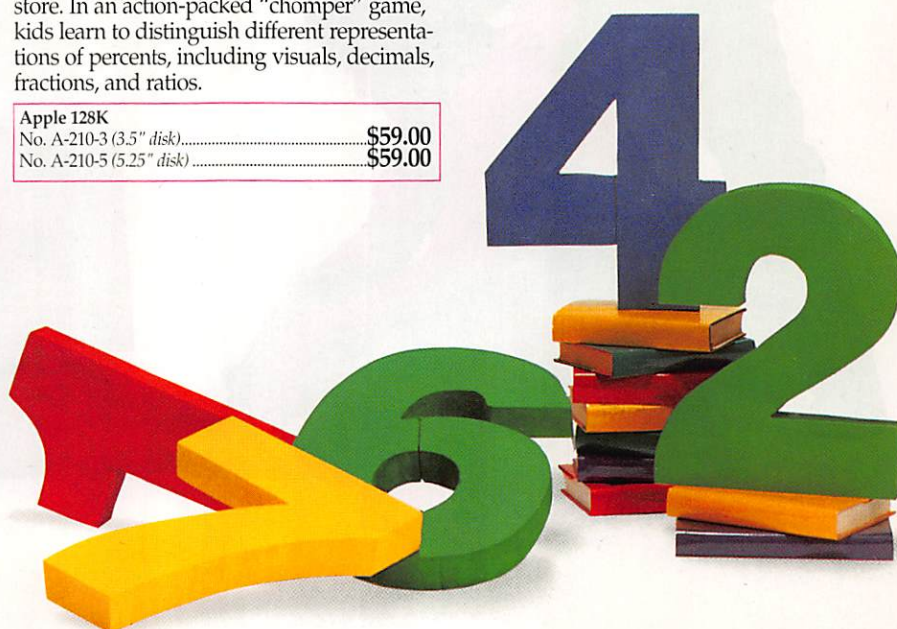
Conquering Math Series

The Complete *Conquering Math* Series

Grades 3–8

Students learn about fractions, percents, ratios and proportions, decimals, and more.

Apple 128K
All 11 packages (not including individual *Conquering Math Textbook Connection* manuals)
No. A-201A-3 *(3.5" disk)* **$570.00**
A $649.00 value!
No. A-201A-5 *(5.25" disk)* **$570.00**
A $649.00 value!

Conquering Math™ Worksheet Generator

Grades 3–8

This time-saving utility helps you to easily create and print worksheets that complement the lessons in the *Conquering Math Series* while also meeting your curriculum objectives. You even have a choice of problem types.

Apple 128K
No. A-260-3 *(3.5" disk)* **$59.00**
No. A-260-5 *(5.25" disk)* **$59.00**

Conquering Math™ Textbook Connections

Textbook Correlations, Grades 3–8

Do your schools use the 1987 editions of any of the major math textbooks from Addison-Wesley; Harcourt Brace Jovanovich; Houghton Mifflin; Scott, Foresman; or Silver Burdett & Ginn? With these manuals, you can correlate the learning objectives and page numbers of your textbooks with the *Conquering Math* programs.

Individual Manuals	
Addison-Wesley, No. A-261AW-M	**$19.00**
Harcourt Brace Jovanovich, No. A-261HB-M	**$19.00**
Houghton Mifflin, No. A-261HM-M	**$19.00**
Scott, Foresman, No. A-261SF-M	**$19.00**
Silver Burdett & Ginn, No. A-261SB-M	**$19.00**

MECC Etc. representatives are multimedia specialists. Call 800/685-MECC.
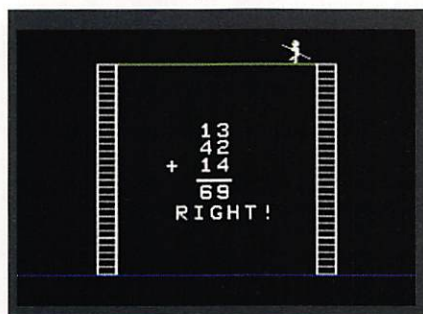
Mastering Math Series
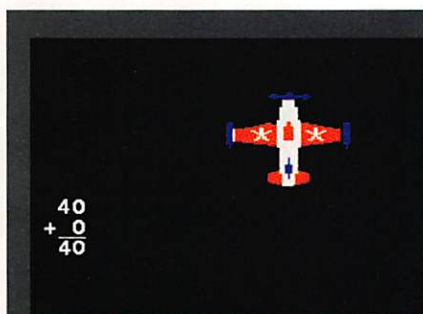
NEA Teacher-Certified
Early Addition
Grades 1–2

Children make airplanes fly, help firefighters put out a blaze, and compete with the computer in a frog-jumping race as they explore one- and two-digit addition problems.

Apple 48K	
No. A-788-3 (3.5" disk)	$59.00
No. A-788-5 (5.25" disk)	$59.00

Circus Math™
Grades 2–3

Addition under the big top is the theme as students solve addition problems involving up to four digits and three addends. Kids delight in the elephants, clowns, and other circus characters who help motivate them.

Apple 48K	
No. A-109-3 (3.5" disk)	$59.00
No. A-109-5 (5.25" disk)	$59.00
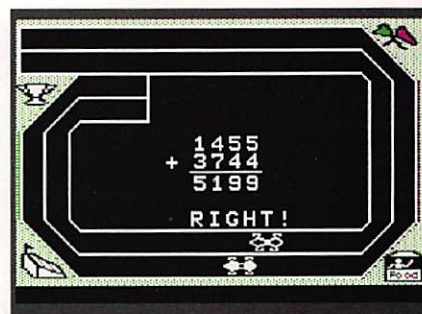
Addition Logician™
Grade 3

When kids put their minds to solving whole-number addition problems, they will be treated to fun computer competition. They match wits with the computer as they play challenging games of logic.

Apple 48K	
No. A-125-3 (3.5" disk)	$59.00
No. A-125-5 (5.25" disk)	$59.00

Space Subtraction™
Grades 1–3

Cosmic fun and challenges abound as your students solve simple subtraction problems. Designing space creatures, landing a lunar module, and playing other outer-space games are kids' rewards for correct answers.

Apple 48K	
No. A-145-3 (3.5" disk)	$59.00
No. A-145-5 (5.25" disk)	$59.00
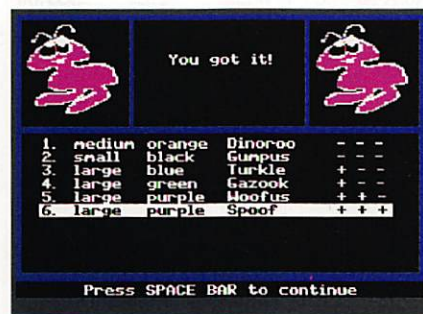
Subtraction Puzzles
Grade 3

Every time students correctly work out subtraction problems involving regrouping, they'll get to solve peg-jumping and tracing puzzles, ride across the ocean in a balloon, capture genies in bottles, try to figure out the names of mysterious creatures, and participate in other fun-filled activities.

Apple 48K	
No. A-146-3 (3.5" disk)	$59.00
No. A-146-5 (5.25" disk)	$59.00

Network versions and pricing

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.

The Complete *Mastering Math*™ Series

Grades 1–4

Your students practice basic arithmetic skills with the exercises and games in this series.

Apple 64K	
All eight packages (not including the *Mastering Math Textbook Connection* manual)	
No. A-150A-3 *(3.5" disk)*	**$440.00**
	A $462.00 value!
No. A-150A-5 *(5.25" disk)*	**$440.00**
	A $462.00 value!

Network versions ☺–☺ and pricing

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.


```
Problem  1 of 6          (Est. = 50)

                         6.52
                    ×    8.3

                        1956
                 +     52160
                       54.116

 Very good!   The answer is right.
 Press SPACE BAR to continue
```
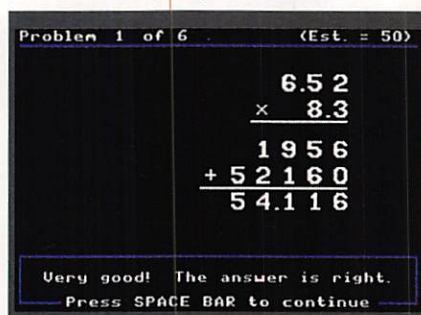
Multiplication Puzzles ☺–☺

Grades 3–4

A package with unique twists on the typical multiplication drill and practice, students practice math skills while rescuing a castaway on a deserted island, locating and capturing a rabbit raiding a carrot patch, turning off the lights in a house with a mind of its own, and much more.

Apple 64K	
No. A-147-3 *(3.5" disk)*	**$59.00**
No. A-147-5 *(5.25" disk)*	**$59.00**

Mastering Math™ Worksheet Generator ☺–☺

Grades 1–4

To make the task of creating classroom and homework assignments less time-consuming, use this package to create and print worksheets that complement particular learning objectives, programs, or complete packages in the *Mastering Math Series*.

Apple 64K	
No. A-151-3 *(3.5" disk)*	**$49.00**
No. A-151-5 *(5.25" disk)*	**$49.00**

Quotient Quest™ ☺–☺

Grade 4

In this package with an international scope, kids rearrange totem poles, trap a jewel thief, search for chimpanzees, and more, all while completing division problems of varying difficulty that include up to four digits and that may contain a remainder.

Apple 64K	
No. A-148-3 *(3.5" disk)*	**$59.00**
No. A-148-5 *(5.25" disk)*	**$59.00**

Mastering Math™ Textbook Connection

Textbook Correlation, Grades 1–5

To help reinforce your teaching objectives, this guide contains charts that correlate every *Mastering Math* program with objectives and page numbers in the 1987 editions of five of the most widely used textbooks—Addison-Wesley; Harcourt Brace Jovanovich; Houghton Mifflin; Scott, Foresman; and Silver Burdett & Ginn.

Manual Only	
No. A-226-M	**$39.00**
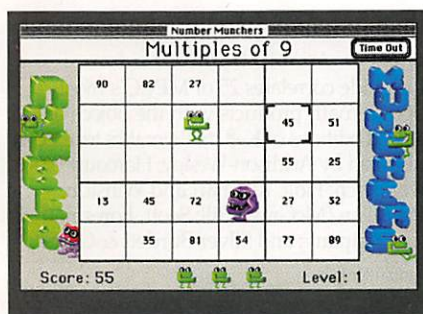
Number Munchers™

Grade 3 – Adult

Students can provide just the assistance hungry Munchers need to satisfy their craving for a healthy number feast of factors, primes, multiples, equalities, and inequalities. While Munchers chomp numbers, kids need to keep their eyes open for those Muncher-menacing Troggles.

- Features a Muncher Hall of Fame.
- Includes management options for a high degree of instructional control.

Apple 64K	
No. A-170-3 *(3.5" disk)*	$59.00
No. A-170-5 *(5.25" disk)*	$59.00
Macintosh Plus or later, 1 megabyte or more	
No. MC-213-3 *(3.5" disk)*	$69.00
IBM/Tandy and 100% compatibles, 512K (640K on network), CGA-VGA	
No. MS-313-3 *(3.5" disk)*	$69.00
No. MS-313-5 *(5.25" disk)*	$69.00

The IBM/Tandy version can be used with Ad Lib® or Ad Lib-compatible sound boards such as Sound Blaster®.
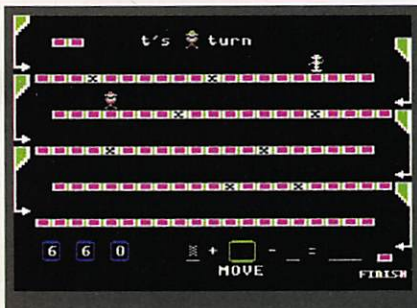
Path Tactics™

K – Grade 6

Put children on the path to math success as they race a robot along a track by solving addition, subtraction, multiplication, and division problems. Through management options, even students of different abilities are able to compete equally.

Apple 48K	
No. A-162-5 *(5.25" disk)*	$59.00
IBM/Tandy and 100% compatibles, 256K, CGA	
No. MS-130-3 *(3.5" disk)*	$59.00
No. MS-130-5 *(5.25" disk)*	$59.00

Only the Apple version is networkable.

Fraction Munchers™

Grade 3 – Adult

For fraction practice your students will eat up, nothing can compare to *Fraction Munchers*! With kids' help, Munchers make a meal of fractional numbers, equivalent fractions, and expressions with fractions while eluding Troggles, who are set on spoiling the fun.

- High scorers can enter their names in the Muncher Hall of Fame.
- Features multiple levels of difficulty.

Apple 128K	
No. A-196-3 *(3.5" disk)*	$59.00
No. A-196-5 *(5.25" disk)*	$59.00
NEW!	
Macintosh Plus or later, 1 megabyte or more *(Available Fall 1992)*	
No. MC-196-3 *(3.5" disk)*	$69.00

Speedway Math™

Grades 1–6

This race-car simulation puts the emphasis on speed, as kids in your class calculate basic addition, subtraction, multiplication, and division problems. Competing with classmates, kids score in terms of "m.p.h." for quick and accurate answers.

Apple 64K	
No. A-169-3 *(3.5" disk)*	$59.00
No. A-169-5 *(5.25" disk)*	$59.00

Not recommended for use with the Apple IIc Plus.

Coordinate Math
Grades 4–9

Students locate a "snark," drive to Grandma's house, and guide a boat to a runaway ship's rescue while using both graph and map coordinates and degree measurements.

Apple 128K	
No. A-192-3 *(3.5" disk)*	$59.00
No. A-192-5 *(5.25" disk)*	$59.00

Equation Math
Grades 9–12

Used alone or as a companion to *Coordinate Math*, this package puts linear, quadratic, and trigonometric equations into graph form, making it simple for students to explore quadratic, polynomial, and polar equations.
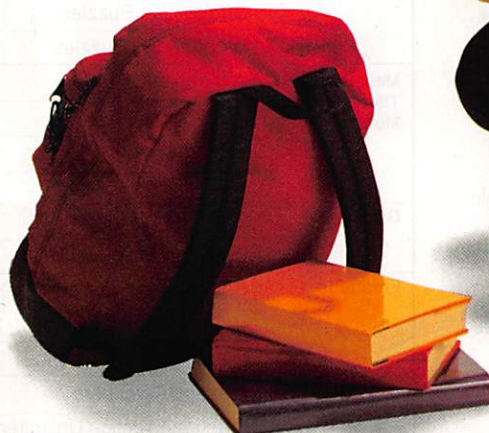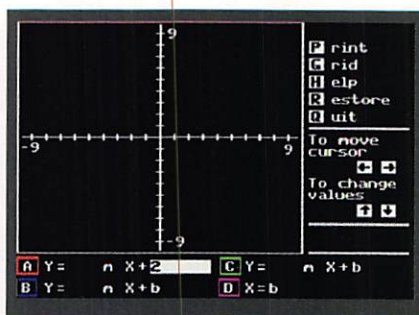
Apple 128K	
No. A-193-3 *(3.5" disk)*	$59.00
No. A-193-5 *(5.25" disk)*	$59.00

The MECC/Math Link™
Textbook Correlation, K – Grade 8

This guide correlates 25 of MECC's most popular math products with the objectives of the 1991 editions of K–8 mathematics textbooks published by Addison-Wesley; Harcourt Brace Jovanovich; Holt, Rinehart and Winston; Macmillan/McGraw-Hill; Scott, Foresman and Company; and Silver Burdett & Ginn.

Manual Only	
No. A-297-M	$39.00
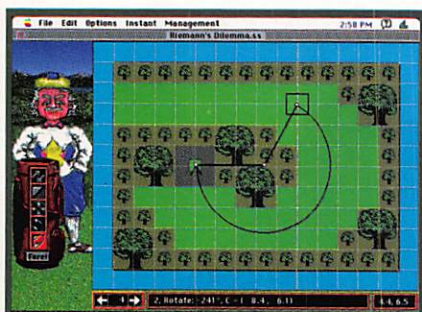
NEW!
The Geometric Golfer™
Grades 5–12
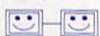
This package features state-of-the-art graphics and sound and is played much like regular golf, but the ball and the hole are polygonal. The clubs enable students to slide, flip, rotate, or reflect the polygon as they try to place it in the hole with the least number of strokes. A new approach to teaching transformational geometry, this excellent problem-solving situation includes several golf courses of varying difficulty levels.

- Features an instant replay to review a hole or an entire game.
- Students and teachers can design their own nine-hole golf course.

Macintosh Plus or later, 1 megabyte or more	
No. MC-250-3 *(3.5" disk)*	$69.00

Mathematics		Pre K	1	2	3	4	5	6	7	8	9	10	11	12
Classification	Picture Chompers	■	■	■										
Numbers and Numeration	Arithmetic Critters		■	■										
	Counting Critters	■	■											
	Number Munchers				■	■	■	■	▪	▪	▪	▪	▪	▪
Whole-Number Operations	Addition Logician		■	■	■									
	Arithmetic Critters		■	■										
	Circus Math		■	■	■									
	Conquering Whole Numbers				■	■	■	■	▪	▪				
	Early Addition		■	■										
	Multiplication Puzzles				■	■	■	■						
	Number Munchers				■	■	■	■	▪	▪	▪	▪	▪	▪
	Path Tactics				■	■	■	▪	▪	▪				
	Quotient Quest					■	■	■	▪	▪				
	Space Subtraction		■	■	■									
	Speedway Math			■	■	■	■	■						
	Subtraction Puzzles			■	■	■								
	Wonderland Puzzles				■	■	■	■						
Measurement, Time, and Money	Arithmetic Critters		■	■										
	Clock Works		■	■	■	■								
	Measure Works			■	■	■	■	■						
	Money Works		■	■	■	■								
Graphing	Coordinate Math					■	■	■	▪	▪	▪			
	Equation Math										■	■	■	■
Fractions	Conquering Fractions (+,–)					■	■	■	▪	▪				
	Conquering Fractions (x,÷)					■	■	■	▪	▪				
	Fraction Concepts, Inc.				■	■	■	■						
	Fraction Munchers				▪	▪	▪	▪	▪	▪				
	Fraction Practice Unlimited				▪	▪	▪	▪	▪	▪				

MECC offers cost-effective Lab Kits (see page 70 for details). Call 800/685-MECC.

Clock Works™
Grades 1–3

A variety of activities with multiple difficulty levels will have kids telling time quickly. Lessons include reading and setting clocks and converting time expressions with either Roman or Arabic faces. After mastering both analog and digital timekeeping, kids can design their own clocks.

Apple 64K	
No. A-168-3 (3.5" disk)	$59.00
No. A-168-5 (5.25" disk)	$59.00

NEW!
| IBM/Tandy and 100% compatibles, 512K	
No. MS-168-3 (3.5" disk)	$69.00
No. MS-168-5 (5.25" disk)	$69.00
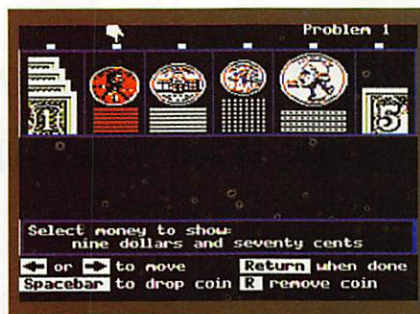
Money Works™
Grades 1–4

A first lesson in finance, this package makes money-handling skills fun. Children in your class learn to tell the difference between coins and paper currency, recognize denominations, make purchases, count change, and design and mint their own money. They'll even learn what money is worth at the international exchange rate!

Apple 128K	
No. A-195-3 (3.5" disk)	$59.00
No. A-195-5 (5.25" disk)	$59.00

NEW!
IBM/Tandy and 100% compatibles, 512K	
No. MS-195-3 (3.5" disk)	$69.00
No. MS-195-5 (5.25" disk)	$69.00
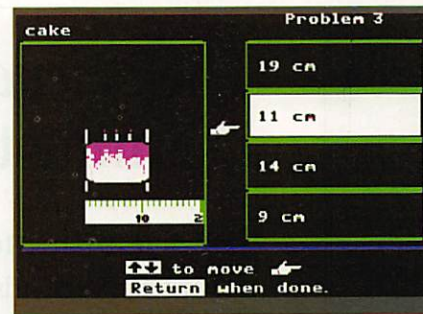
Media & Methods Award
Measure Works™
Grades 1–4

Young students get comfortable comparing sizes and heights, measuring with whole units, and recognizing perimeter and area measurements—all while using either English or metric units. Kids can even estimate measurements before having to do exact calculations.

Apple 48K	
No. A-246-3 (3.5" disk)	$59.00
No. A-246-5 (5.25" disk)	$59.00

Network versions and pricing

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.

Mathematics (continued)		Pre	K	1	2	3	4	5	6	7	8	9	10	11	12
Decimals	Conquering Decimals (+,-)						■	■	■						
	Conquering Decimals (x,÷)							■	■	■					
	Decimal Concepts					■	■	■	■						
Ratios, Proportions, and Percents	Conquering Percents							■	■	■	■				
	Conquering Ratios and Proportions							■	■	■	■				
Estimation	Estimation Activities					■	■	■	■	■	■				
	Estimation: Quick Solve I					■	■	■	■	■	■				
	Estimation: Quick Solve II						■	■	■	■	■	■			
	Estimation Strategies						■	■	■	■	■	■			
Probability Lab	Probability Lab									■	■	■	■	■	■
	Take a Chance!					■	■	■	■	■	■	■			
Advanced Topics	Equation Math										■	■	■	■	■
	Exploring Chaos											■	■	■	■
	Exploring Sequences and Series									■	■	■	■	■	■
Problem-Solving	Mind Puzzles							■	■	■	■	■	■	■	■
	Problem-Solving Strategies							■	■	■	■	■			
	Problem-Solving with Nim					■	■	■	■	■	■	■	■	■	■
	Wonderland Puzzles					■	■	■	■	■	■				
Productivity Tools	Conquering Math Textbook Connections						■	■	■	■	■				
	Conquering Math Worksheet Generator						■	■	■	■	■				
	Mastering Math Textbook Connection				■	■	■	■	■						
	Mastering Math Worksheet Generator				■	■	■	■							

mecc

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The *Science Inquiry Collection*— Learning to think like scientists.

The scientific inquiry process.

For years, scientists have asked "What if?" as the basis of their scientific inquiry. With MECC's *Science Inquiry Collection*, students have the opportunity to ask the same question, to "think like scientists" as if performing experiments in a real laboratory, and to watch what happens. They then collect the resulting information, build on it, and take the next step toward proving or disproving their hypotheses.

Scientific inquiry is a cyclical process in which scientists:

- Observe
- Gather information
- Organize information
- Analyze information
- Create models
- Test models
- Draw conclusions

The process involves observing, communicating, comparing, organizing, relating, and inferring information—all important elements in scientific exploration.

The *Science Inquiry Collection* is designed for students at the elementary and junior-high levels. Each package covers a specialized topic in the physical, life, or earth science curriculum areas.

The *Science Inquiry Collection*.

MECC offers science inquiry products for the Apple II and MS-DOS platforms. The four products in the MS-DOS *Science Inquiry Collection*, like those in the Apple II collection, help students practice thinking like scientists and familiarize them with the concept of the ongoing, exploratory nature of science. Rather than focusing on drill-and-practice lessons, these products emphasize the process of science—that is, how scientists actually work. This approach also reflects the trend in educational philosophy away from drill-and-practice and toward process-oriented thinking.

MECC offers the largest selection of networkable software. Call 800/685-MECC.
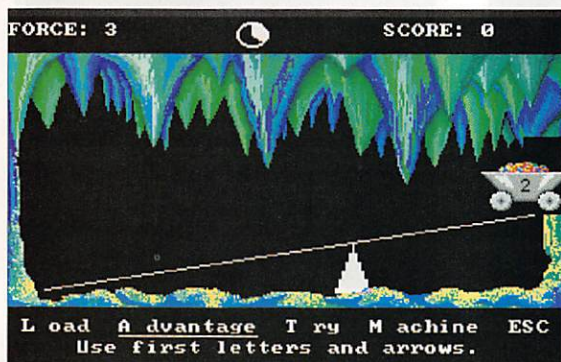
Miner's Cave

Miner's Cave helps students learn about simple machines. Years ago, according to legend, miners working in these ancient caves left behind many cartloads of precious jewels. Now students have the chance to go into any of the eight different caves and retrieve the lost treasure. But they must first analyze each cave and determine which of their machines—pulley, lever, ramp (inclined plane), or wheel and axle—will be the most effective. Winner of a *Classroom Computer Learning* award.

Mystery Objects is a product that encourages students to use their natural curiosity to identify a variety of unidentified objects. Five animated "Data Snooper" tools help them test the hidden objects for one physical property at a time: texture,

Mystery Objects

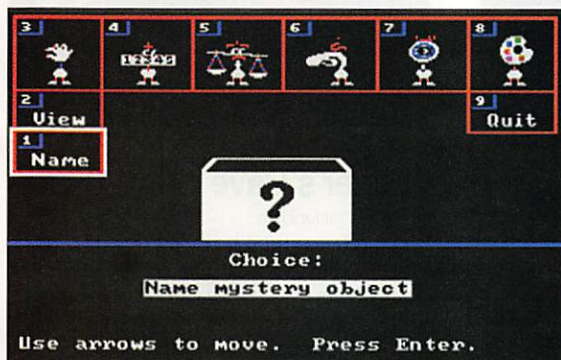size, smell, weight, shape, and color. Students must then identify the object from among a set of distractors. Through this process, students learn that all objects have distinctive physical properties by which they can be described, and that objects can be compared according to these properties. A fun way to keep students learning!

Wood Car Rally helps students learn about force and motion. They use wooden cars to investigate how five variables—the weight, friction, lubrication, and shape of the cars, and the ramp angle and ramp length—influence the distance that each car will travel.

Wood Car Rally

After experimenting, kids are challenged to find a set of conditions that will make a car travel a given distance. Three difficulty levels help to ensure continual motivation—and an increased interest in science! Winner of a *Classroom Computer Learning* award.

With *Mystery Matter*, students use animated testing tools to identify different types of matter. The tests include pH, density, solubility, freezing point, boiling point, electrical conductivity, and magnetism. Students compare the results with information in the database to determine the identity of the substance. The program demonstrates that matter can be identified by its chemical and physical properties. A winner of awards from *Classroom Computer Learning* and *Media & Methods*.

Science and fun.

Most importantly, students will enjoy the lively, ongoing participation required to learn about science. All of the discovery-learning simulations in the *Science Inquiry Collection* encourage students to ask questions and use their curiosity to explore the scientific investigation process. Whether students are at beginning or intermediate levels, it's a natural way to get them to think like scientists—and to open the world to them!

Physical Science

Science Inquiry Collection

Parents' Choice Award
Woolly Bounce™

K – Grade 2

The fun-loving creature Woolly leads the way in this discovery-learning simulation. With Woolly's help, your students explore how balls with different physical characteristics behave when dropped. The perfect introduction to physical science for young children.
• Features three levels of difficulty.
• Contains a variety of management options.

Apple 128K	
No. A-283-3 *(3.5" disk)*	$59.00
No. A-283-5 *(5.25" disk)*	$59.00

Mystery Objects

Grades 2–4

Using "Data Snoopers" such as Funny-Feeler and Super-Sniffer, kids in your class try to determine the identity of hidden objects by testing for such physical properties as texture, size, smell, weight, shape, and color.

Apple 128K	
No. A-211-3 *(3.5" disk)*	$59.00
No. A-211-5 *(5.25" disk)*	$59.00
IBM/Tandy and 100% compatibles, 512K (640K on network), CGA-VGA	
No. MS-211-3 *(3.5" disk)*	$69.00
No. MS-211-5 *(5.25" disk)*	$69.00

Parents' Choice and *Technology and Learning* Awards
Paper Plane Pilot™

Grades 3–6, Junior High

Kids take off on a high-flying scientific adventure to study the effects that four variables—plane shape, plane weight, launch angle, and launch force—have on paper airplanes. After experimenting with the variables, kids then observe flights and record the results.
• Explores the laws of force and motion.
• Features a variety of management options.

Apple 128K	
No. A-281-3 *(3.5" disk)*	$59.00
No. A-281-5 *(5.25" disk)*	$59.00

Technology and Learning Award
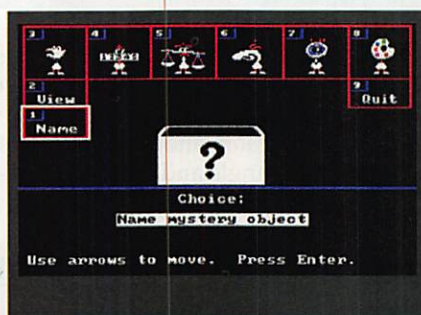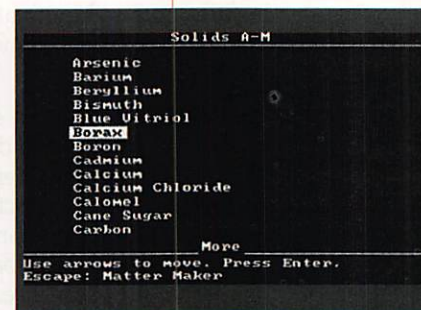### Wood Car Rally

Grades 3–6, Junior High

Force and motion are the subjects of these lessons as your students investigate the effects that five variables—car weight, friction/lubrication, and shape, and ramp angle and length—will have on the distance a car will travel once it leaves an inclined plane. Students are then challenged to find a set of conditions that will make a car travel a given distance.
• Includes three difficulty levels.
• Features the technique of experimentation with controlled variables.

Apple 128K	
No. A-214-3 *(3.5" disk)*	$59.00
No. A-214-5 *(5.25" disk)*	$59.00
IBM/Tandy and 100% compatibles, 512K (640K on network), CGA-VGA	
No. MS-214-3 *(3.5" disk)*	$69.00
No. MS-214-5 *(5.25" disk)*	$69.00

Technology and Learning and *Media & Methods* Awards
Mystery Matter

Grades 3–6, Junior High

To learn about the physical and chemical properties of matter, students conduct computer-simulated scientific experiments. From the test results for pH, density, reaction to water, freezing point, boiling point, electrical conductivity, and magnetism, kids then attempt to identify the "mystery" matter.

Apple 128K	
No. A-212-3 *(3.5" disk)*	$59.00
No. A-212-5 *(5.25" disk)*	$59.00
IBM/Tandy and 100% compatibles, 512K (640K on network), CGA-VGA	
No. MS-134-3 *(3.5" disk)*	$69.00
No. MS-134-5 *(5.25" disk)*	$69.00

Technology and Learning Award
Miner's Cave

Grades 3–6, Junior High

Your students stumble upon carts of jewels left behind in caves by miners. The jewels can be theirs if only they can carry them out. To do so, kids must determine which machine—pulley, lever, ramp (inclined plane), or wheel and axle—will work within the space and make maximum use of the amount of force available for each lift.
• Provides a comprehensive overview of simple machines.
• Features eight unique caves, allowing kids to experiment with a range of possible outcomes.

Apple 128K	
No. A-213-3 *(3.5" disk)*	$59.00
No. A-213-5 *(5.25" disk)*	$59.00
IBM/Tandy and 100% compatibles, 512K (640K on network), CGA-VGA	
No. MS-213-3 *(3.5" disk)*	$69.00
No. MS-213-5 *(5.25" disk)*	$69.00

Only the IBM/Tandy version is networkable.

Science Inquiry Collection

Life Science

Cavity Busters™

Grades 3–6, Junior High

Students investigate the factors that contribute to the formation of cavities. They manipulate various factors—the amount of sugar that kids eat, how often they brush their teeth, and how much milk they drink—then collect the data and draw conclusions.
- Adheres to the experimentation methods used by real-life scientists.
- Exercises higher-order thinking skills.

Apple 128K	
No. A-284-3 (3.5" disk)	$59.00
No. A-284-5 (5.25" disk)	$59.00

Cleanwater Detectives™

Grades 3–6, Junior High

While learning the techniques and procedures of setting up and conducting water pollution investigations, your students test and gather data about streams, rivers, and lakes. After finding the pollution and its source, they alert the proper authorities and recommend solutions.
- Exercises reasoning and thinking skills.
- Includes a variety of management options.

Apple 128K	
No. A-282-3 (3.5" disk)	$59.00
No. A-282-5 (5.25" disk)	$59.00

Parents' Choice and Media & Methods Awards
Backyard Birds™

Grades 3–6, Junior High

Kids are sent out on a bird-watching field trip, with instructions to identify as many birds as possible. Armed with an on-line field guide, kids send out an "observer" who brings back a description of each bird's characteristics. They then compare their data with the field guide, identify the bird, and add it to the Backyard Bird Life List.
- Sharpens students' powers of observation.
- Includes an extensive database.

Apple 128K	
No. A-216-3 (3.5" disk)	$59.00
No. A-216-5 (5.25" disk)	$59.00
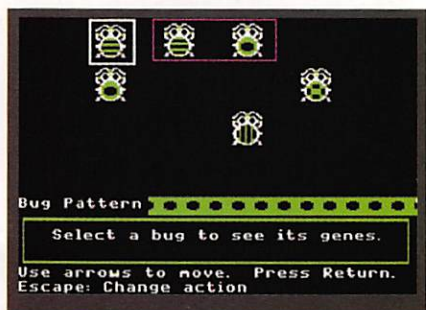
Media & Methods Award
Invisible Bugs™

Grades 3–6, Junior High

In this simulation, your students put into practice Mendel's genetic discoveries about heredity, dominant and recessive genes, and natural selection. They design experiments involving the selection of beetles and then observe their offspring. The ultimate challenge for kids is to create a population of beetles with physical traits that enable them to avoid detection by a predator.

Apple 128K	
No. A-218-3 (3.5" disk)	$59.00
No. A-218-5 (5.25" disk)	$59.00

Technology and Learning, Parents' Choice, and Media & Methods Awards
Lunar Greenhouse™

Grades 3–6, Junior High

Kids use an innovative combination of outer space and agriculture to measure the influence that four variables—light, water, temperature, and plant food—have on the germination, growth, and yield of vegetable plants. Using their knowledge of these variables, kids are challenged to determine the best conditions needed to produce a vegetable crop.
- An excellent supplement for science classes that grow plants.
- Features a variety of management options.

Apple 128K	
No. A-215-3 (3.5" disk)	$59.00
No. A-215-5 (5.25" disk)	$59.00

Media & Methods Award
Weeds to Trees™

Grades 3–6, Junior High

Beginning with a plowed tract of land, students can select and place up to nine different plants on the land and observe changes over time. The plants' growth, interaction, and reproduction provide valuable lessons on the principles of plant succession. Kids then use these lessons to keep certain kinds of plants on the land for a given period.

Apple 128K	
No. A-217-3 (3.5" disk)	$59.00
No. A-217-5 (5.25" disk)	$59.00

Earth Science

Five-Star Forecast™ ☺–☺

Grades 4–6, Junior High

Turn your students into amateur weather forecasters as they study how the variables of air temperature, wind direction, and wind speed affect the weather. Children also discover how relative humidity, cloud cover, and air pressure influence weather conditions.

Apple 128K	
No. A-219-3 *(3.5" disk)*	$59.00
No. A-219-5 *(5.25" disk)*	$59.00
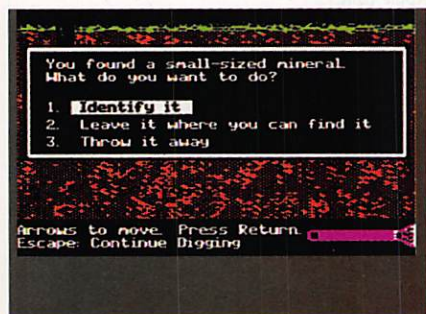
Media & Methods Award
Murphy's Minerals™ ☺–☺

Grades 3–6, Junior High

Your students are on a quest to find minerals that Murphy's Mineral Shop will buy. Once they find a mineral, they put their toolbox to use, testing it for such properties as hardness and luster to determine the mineral's identity.
- Features Murphy's List of Master Miners.
- Contains information about more than 100 different minerals for hours of exploration, discovery, and fun.

Apple 128K	
No. A-221-3 *(3.5" disk)*	$59.00
No. A-221-5 *(5.25" disk)*	$59.00

Science Inquiry Collection

Technology and Learning Award
Sun and Seasons ☺–☺

Grades 3–6, Junior High

The scientific phenomenon of seasons is the topic that kids will investigate with this computer simulation. Kids learn how the geographic location, month, and time of day influence seasonal events and they also test their understanding of seasonal changes.

Apple 128K	
No. A-222-3 *(3.5" disk)*	$59.00
No. A-222-5 *(5.25" disk)*	$59.00

Parents' Choice and Media & Methods Awards
Fossil Hunter™ ☺–☺

Grades 3–6, Junior High

Geological research is students' focus as they collect plant and animal fossils for a museum. Digging through layers of sedimentary rock, kids learn geographic history through the plants and animals that lived during different eras.
- Features a variety of management options.
- Develops such basic scientific process skills as observing, hypothesizing, forming and testing models, and designing investigations.

Apple 128K	
No. A-220-3 *(3.5" disk)*	$59.00
No. A-220-5 *(5.25" disk)*	$59.00

The Complete *Science Inquiry Collection*

Grades 2–6, Junior High

A collection of products that emphasize the scientific process through unique computer simulations.

Apple 128K All 16 packages	
No. A-211A-3 *(3.5" disk)*	$810.00
	A $944.00 value!
No. A-211A-5 *(5.25" disk)*	$810.00
	A $944.00 value!

Network versions and pricing ☺–☺

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.

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Press Control-A to access management options in most MECC products. Call 800/685-MECC.

NEW!
Woolly's Garden™ 😊–😊

K – Grade 2

This discovery-learning simulation is an excellent introduction to the science inquiry process. Kids select plants and regulate up to three variables that affect growth. They then collect and analyze the information to identify the growth characteristics of their plants.
- Features multiple difficulty levels.
- Contains student records and a variety of management options.

Apple 128K	
No. A-309-3 *(3.5" disk)*	$59.00
No. A-309-5 *(5.25" disk)*	$59.00
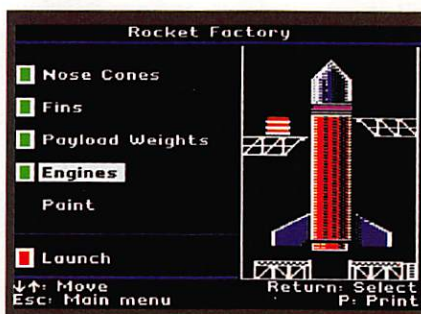
NEW!
Rocket Factory™ 😊–😊

Grades 3–6, Junior High

"3-2-1, blastoff!" will be the cheer as your students design and launch model rockets. Kids learn about force and motion while earning points for launching a rocket with a payload and hitting a specific target height by manipulating the rocket's design variables. Children can replay their rocket launches in slow motion, view data, or modify the rocket and try again.
- Includes charts for students to track data.
- Can be viewed in either English or Spanish.

Apple 128K	
No. A-308-3 *(3.5" disk)*	$59.00
No. A-308-5 *(5.25" disk)*	$59.00

The Living Cell

Junior – Senior High

In this simulation, your students truly make the scientific inquiry process a part of their lives as they assume the roles of cell membranes. They explore cell respiration and active transport by regulating the flow of six substances into and out of the cell. Their goal is to keep a cell alive until it is mature enough to divide into two daughter cells.

- Increases knowledge and conceptual understanding of the equilibrium that cells maintain with their environments.
- Features a variety of management options.

Apple 128K	
No. A-278-3 *(3.5" disk)*	$59.00
No. A-278-5 *(5.25" disk)*	$59.00

Your mystery element is marked with the question mark.

Press SPACE BAR to continue
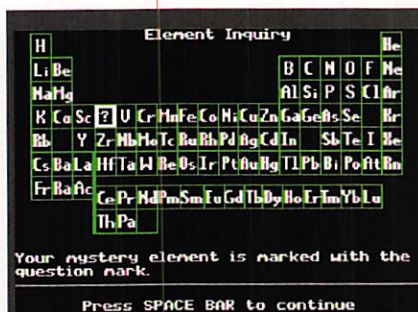
Chemistry: The Periodic Table

Junior – Senior High

In a directed environment, kids will explore 92 natural elements. Using a database of more than two dozen properties, kids match unlabeled sets of properties with a designated space in the periodic table. This exercise helps them gain an understanding of the periodic nature of chemical properties and the organization of the periodic table.

Apple 128K	
No. A-251-3 *(3.5" disk)*	$59.00
No. A-251-5 *(5.25" disk)*	$59.00

An Apple IIe, Apple IIc, or Apple IIGS computer is required.

arsenic acid + silver nitrate →
silver arsenate + nitric acid

$$H_3AsO_4 \quad + \quad 3AgNO_3 \quad \rightarrow$$

$$Ag_3AsO_4 \quad + \quad HNO_3$$

Correctly write and balance the equation for the reaction given above. Press ⌘-C when finished with the whole equation.

Esc: Options Menu   ?: Help
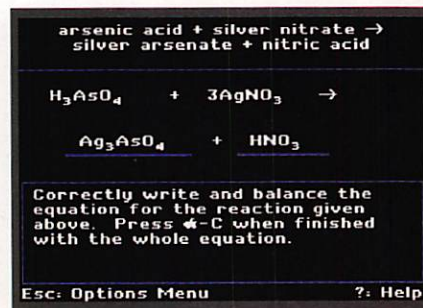
Chemistry: Balancing Equations

Junior – Senior High

Through guided and unguided practice, students in your class learn about chemical reactions as they write and balance four basic types of chemical equations: synthesis, decomposition, replacement, and double replacement. Features various levels of difficulty and 330 equations in all.

Apple 128K	
No. A-280-3 *(3.5" disk)*	$59.00
No. A-280-5 *(5.25" disk)*	$59.00
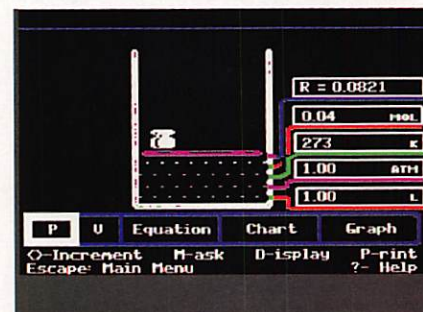
Media & Methods Award

Exploring Gas Laws

Grades 11–12

A high-tech chalkboard well suited for demonstrations with MagnaByte™ or Data Display™ projection systems, this discovery-learning tool helps you and your students explore how four variables—temperature, pressure, volume, and amount—affect the behavior of gases. Boyle's Law, Charles' Law, Gay-Lussac's Law, and the Ideal Gas Law are highlighted.

Apple 128K	
No. A-229-3 *(3.5" disk)*	$59.00
No. A-229-5 *(5.25" disk)*	$59.00

Teacher manuals and binders make MECC software packages complete. Call 800/685-MECC.

NEA-Teacher Certified and
Technology and Learning Award

Discovery Lab™

Grades 6–9

Even the simplest of science experiments
require planning and organization. In this
package, your students design and observe
their own experiments and form hypotheses
while trying to determine the characteristics of
imaginary organisms. As kids gain experience,
they plan increasingly complex lab strategies
and control more variables.

Apple 48K	
No. A-128-3 *(3.5" disk)*	$59.00
No. A-128-5 *(5.25" disk)*	$59.00

Technology and Learning Award and
Technology and Learning's Readers' Choice
Award for Program of the Decade

Odell Lake

Grades 4–6

Kids explore life under water in a package
filled with great animation and surprising
random events. While taking on the roles of
various species of fish in a mountain lake,
children learn about animal interaction and
the food chain.

Apple 64K	
No. A-191-3 *(3.5" disk)*	$59.00
No. A-191-5 *(5.25" disk)*	$59.00
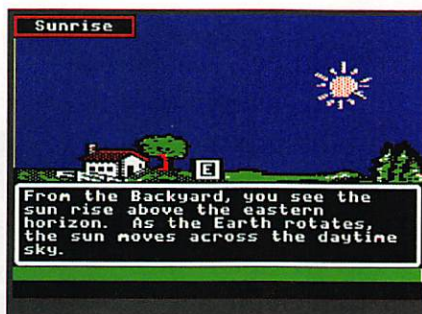
Electronic Learning Award and The American Library
Association Booklist of Greatest Software Hits

Sky Lab™

Grades 7–9

Astronomy is brought down to earth in this
computer program. By observing the stars,
children in your class learn about the
relationship between the movements of the
earth, sun, stars, and planets and the
amazing events that take place in the sky.

Apple 64K	
No. A-155-3 *(3.5" disk)*	$59.00
No. A-155-5 *(5.25" disk)*	$59.00

Network versions and pricing

This symbol indicates that a product can be
networked. The price for network products
is $399.00. For information on networking
and Lab Kits, please see page 70.
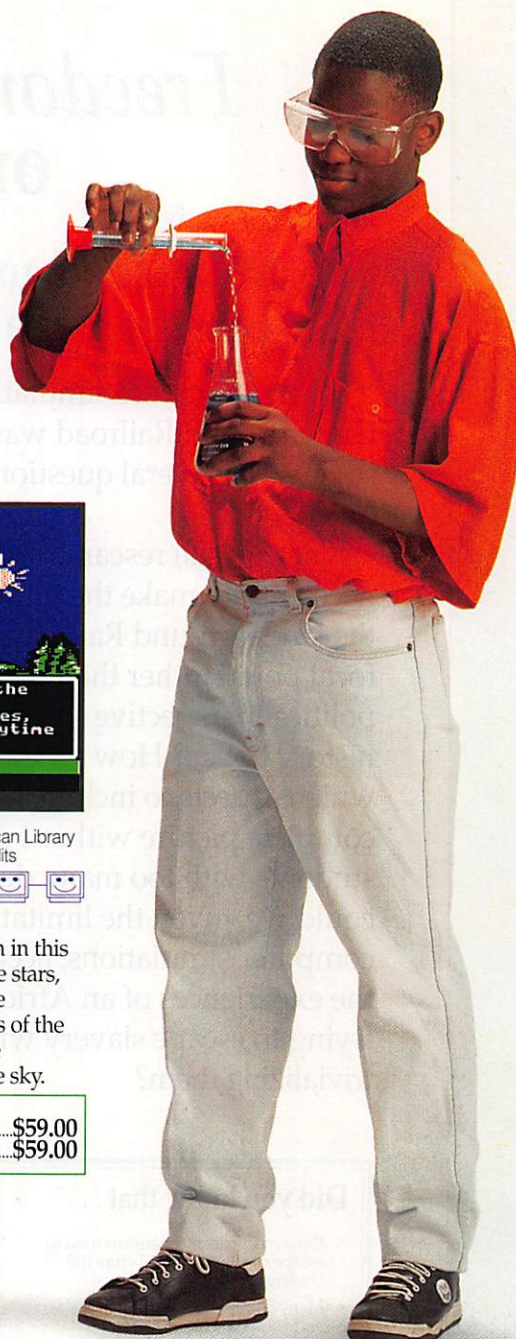
Freedom!—a new perspective on a turbulent era.

The evolution of an idea, from concept to reality.

When a software simulation about the Underground Railroad was first suggested, several questions were quickly raised:

What special research would be necessary to make the human element of the Underground Railroad the product's focal point, rather than the narrow political perspective so often found in history books? How would we determine which aspects to include to provide a complete picture without overwhelming students with too many details? And could we, given the limitations of computer simulations, accurately portray the experiences of an African American trying to escape slavery without trivializing them?
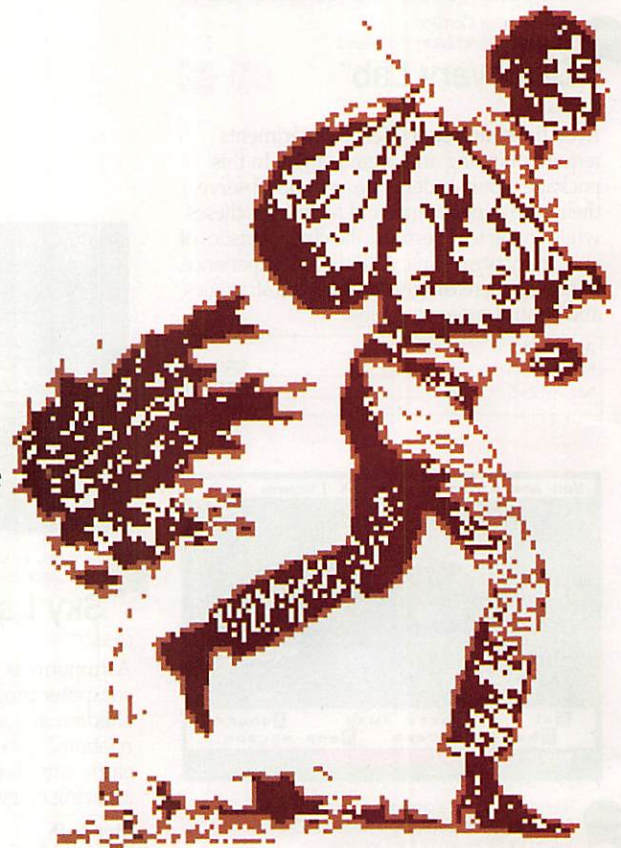
Did you know that . . .

- Enslaved African Americans tried to escape constantly, long before the Underground Railroad existed?
- Many Southerners were against slavery and helped slaves escape?
- Some whites were also enslaved?
- Some African Americans turned in runaways for favors or money?
- Other African Americans lied to slavemasters to get the reward for their cooperation but not be traitors to their own people?
- Some Northerners helped to recapture runaways, sometimes simply for the reward money?
- Virginia—a state that many Americans today view as one of the predominant pro-slavery states of the era—nearly abolished slavery in the early 1800s?

We addressed these and many other questions during the design process. And what began as another software design project became a journey back to the era of racial strife that helped sparked the Civil War.

Research—the backbone of *Freedom!*

We began the research for *Freedom!* in the most likely place: with accounts of the life and times of Harriet Tubman, the greatest conductor of the Underground Railroad. Examination of her powerful personality gave us insight into the forces that compelled her to put her own life on the line many times to help free other slaves.

While history books provided a starting point, we turned to other sources to help us understand the modern-day relevance of these events. In particular, the advice of our consultant Kamau Kambui—an African American and a professional naturalist at Wilder Forest, north of Stillwater, Minnesota—was immeasurable. Kambui, an expert on
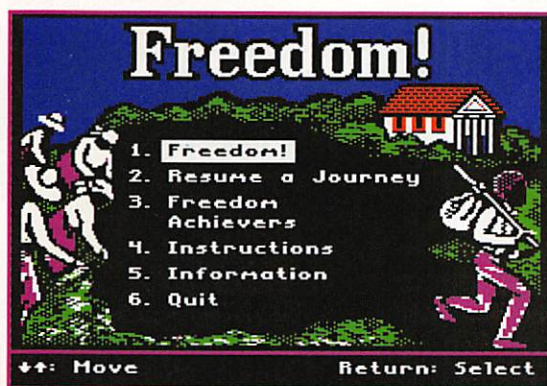
The journey to freedom begins!

Players must rely on others for food and shelter along the way.

ante-bellum America, conducts re-enactments of the Underground Railroad. Several members of the *Freedom!* design team, along with other MECC staff, participated in one of Kambui's re-enactments. The result was a heightened sensitivity to the horrors faced by runaway slaves and a realization of the need to accurately portray the emotionally and physically exhausting aspects of their journey. Kambui also reviewed the product periodically to ensure its historical accuracy.

Building reality into the product.

Freedom! is set in Virginia, Maryland, and Delaware in 1830. Students play the role of runaway slaves, decide if they want to head north to a non-slave state or west to the refuge offered by the Cherokees, and then set out on their journey. All events that students experience are taken from the accounts of those who traveled the Underground Railroad. This includes being tracked by armed slave catchers with dogs, traveling by night through snake-infested swamps, deciding whom to trust along the way, and relying on nature to survive. All events encourage students to feel and react to the experiences in the ways that real runaway slaves might have.

Creating a new model for simulation/exploration products.

One objective of *Freedom!* was that it be historically accurate and, as such, as much like the experiences of actual runaways as possible. To accomplish this, we incorporated unusual challenges into the product.

First, before students begin their journey, they may meet with the elder slaves of the plantation to learn such information as how to locate safehouses and recognize probable friends, what to do when dogs are tracking them, how to find food and medicine in the wild, and much more. If students are wise, they will heed the elders' advice.

Second, students do not have a map to follow because those escaping captivity did not usually have maps. Instead, students are *in* the scene itself and must find the way to their destination by observing their surroundings (stars, moss on trees, etc.) and getting directions at safehouses along the way.

Third, any written directions that students receive at safehouses may or may not help them. Some messages are in code. And unless students can decipher the code, they make as little sense as they did to slaves who could not read.

Fourth, students chart their own course to freedom. Because there are no set directions, students could wander in circles, with an ever-greater chance of being recaptured.

Freedom! is a historical journey—one that aims at dispelling some of the myths surrounding the Underground Railroad and depicting the story realistically.

Students who travel the path of escaping slaves won't score points for making wise decisions. Rather, their only reward will be to overcome the possibilities of death or re-enslavement and to reach freedom. They will also gain a greater respect for human dignity and a better understanding of what the human spirit will endure to be free.

NEW!

Freedom!™

Grades 5–9

Apple 128K	
No. A-315-3 *(3.5" disk)*	$59.00
No. A-315-5 *(5.25" disk)*	$59.00

USA GeoGraph for the Macintosh—putting students at the top of their geography classes.

Making early geography lessons meaningful.

Molly and David are discovering that *USA GeoGraph* is an excellent study tool that offers them each a unique learning experience. Molly sorts the database alphabetically and uses the list to memorize the states and their capitals. David links *USA GeoGraph*'s interactive maps and database to break down the country into regions to memorize the states' names and locations on a map. Then he accesses a map of the entire United States and tests his knowledge.

Exploring a powerful research tool.

Ben is writing a report based on the relationship between crime rates and levels of education. *USA GeoGraph* is proving to be the ideal research tool! Not only is he finding evidence to support his theory, but he's also able to access information in a variety of ways—maps, distribution tables, scatter graphs, and more. Best of all, Ben can save and print out relevant maps, charts, and graphs and include them in his report.
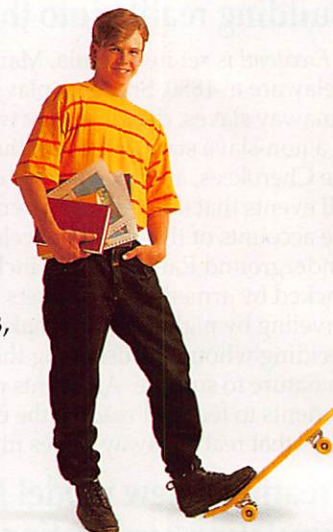
Creating a memorable presentation.

Claire is putting together a presentation on her home state. She's exploring *USA GeoGraph*'s wealth of historical and current database facts to give her report a fresh perspective. Along with *USA GeoGraph*'s maps, database, and colorful printouts, she uses System 7.0 publishing capabilities to design a presentation guaranteed to make a great impression and have a powerful impact.

MECC software carries a 30-day satisfaction guarantee. Call 800/685-MECC.
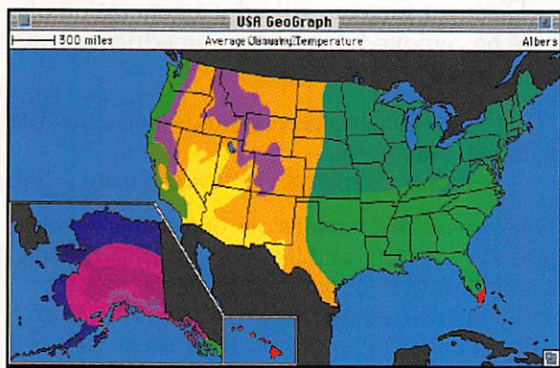
Explore all 50 states, Washington, D.C., and five U.S. territories.

Analyze complex geographic, economic, and social patterns through flexible database and map interaction.

The *only* geography tool with map and database interaction.

Other geography tools offer maps. And they also often include a database. But only *USA GeoGraph* features maps and a database that can be linked. With this feature, changes made on a map are automatically reflected in the database and vice versa. You'll find that all aspects of geography—such as the natural environment and its impact on the economy—come alive for your students and make even the most complex relationships clear.

The option to display data in many ways.

Children learn in different ways. Some like to read, while others prefer visual representations. With *USA GeoGraph*, your students can convert any map or database information into a variety of formats—bar graphs, pie charts, scatter graphs, and more. They can use the method that they find most valuable or experiment with new ways of displaying data.

A 124-category database filled with up-to-date information.

Kids have thousands of facts at their fingertips with *USA GeoGraph*'s database—number of automobiles, energy consumption, agricultural data, population growth since the 1800s, income per capita, educational expenditure, and much more. The information is the most complete and current found anywhere. You and your students can even add up to ten categories of your own. No matter what their area of interest, kids find intriguing facts that set them on a course to ask questions, explore, and analyze. Once they get started, who knows where the journey may take them?

The flexibility of full-color maps with thousands of variations.

USA GeoGraph's maps are detailed and colorful. The 64 variable base maps include a separate map for each state, Washington, D.C., and five U.S. territories. Students find 27 theme maps that illustrate facts about acid rain levels, weather patterns, demographics, and more. And a special feature allows them to customize theme maps. In addition, kids can access maps that show comparisons, contrasts, and quantiles based on database information of your choosing. But *USA GeoGraph*'s maps are much more than just nice graphics. They're practical. They're easy to understand. And your students don't have to be geography experts to benefit from using them. *USA GeoGraph* spans a broad spectrum of uses, from basic to sophisticated. It makes research easier and helps users draw comparisons and analyze relationships. Best of all, *USA GeoGraph* will grow with your students, making it the ideal discovery-learning tool.

NEW!
USA GeoGraph™ (Macintosh)

Grade 5 – Adult

Macintosh Plus or later, 1 megabyte or more Hard disk required (Includes disks, User's Guide, and Classroom Guide) No. MC-103-3 *(3.5" disk)*	$69.00
USA GeoGraph Classroom Guide (Manual Only) No. MC-103CG	$19.00

mecc

Discover for yourself why a generation of kids has enjoyed this pioneer in educational computing!

"The Oregon Trail has been around—and a favorite with kids—for years."
—*Kids & Computers: A Parents' Handbook* 1991

"The Oregon Trail remains one of teachers' favorite pieces of software, and if you're not already using it, you'll want to gather your pioneers together and prepare to embark on this terrific adventure."
—*Instructor*, May 1991

"Offers a marvelous tool to enliven lessons and to make history real and relevant."
—Peggy A. Weyel, Teacher,
Theodore Roosevelt High School,
San Antonio, Texas

"I got the computer game *The Oregon Trail* and I love it. I wish I worked for you."
—Aaron Zuzack, Student,
Orinda Intermediate School, Orinda, California

"I now have a full understanding of why people headed west and the hardships they faced during their long journey."
—Jennifer Applebaum, Student,
Hehnley School, Clark, New Jersey

The critics agree that *The Oregon Trail* is an educational software classic. Because there are many random events and possible choices, *The Oregon Trail* is different every time students play—providing countless hours of fun and educational value. They can almost smell the campfire burning as they hitch up their oxen and head west! On their journey to a new life, they'll experience the same challenges and excitement faced by the pioneers who traveled to the Oregon Territory in 1848.

The Oregon Trail— a true pioneer.

Find out what the critics—industry experts, educators, and students—are raving about! *The Oregon Trail* is an award-winning historical simulation that allows students to learn about westward expansion in the 1840s by taking a trip via covered wagon from Independence, Missouri, to Oregon's Willamette Valley. The program requires players to make life-and-death decisions about supplies, travel pace, hunting, and more as they traverse the rugged landscape of nineteenth-century America.

The Oregon Trail has been honored with such awards as *Technology and Learning*'s Award of Excellence and Readers' Choice Award, the National Parenting Center Seal of Approval, and the prestigious *Parents' Choice* Gold Award. *The Oregon Trail* has also been included in *InCider*'s Top 40 Software Hits and is on *Instructor*'s All-Time Teachers' Favorites List.

AWARD — *A+, InCider, Parents' Choice*, and *Technology and Learning* Awards, The National Parenting Center Seal of Approval, The American Library Association Booklist of Software Greatest Hits, and *Instructor*'s All-Time Teachers' Favorites List

The Oregon Trail™

Grade 5 – Adult

Apple 64K	
No. A-157-3 *(3.5" disk)*	$59.00
No. A-157-5 *(5.25" disk)*	$59.00
IBM/Tandy and 100% compatibles, 512K (640K on network), CGA-VGA	
No. MS-306-3 *(3.5" disk)*	$69.00
No. MS-306-5 *(5.25" disk)*	$69.00
Macintosh Plus or later, 1 megabyte or more	
Includes exciting, colorful graphics, many updated features, and an on-line "guidebook" that offers information to consider when making decisions.	
No. MC-206-3 *(3.5" disk)*	$69.00

Have you seen Livingstone?

No, he has not been here. However, we have heard rumors of a white man visiting the lower Niger River.

Press SPACE BAR to continue

NEW!
Dr. Livingstone, I Presume?

Grades 5–9

Your students take the place of newspaper reporter Henry Stanley in his quest to track down the famous explorer David Livingstone. Rather than merely tracing the path he took, however, kids will make their own journey over the same territory, interviewing villagers to obtain clues to Livingstone's whereabouts.
- Enhances problem-solving skills.
- Provides information about the geography, history, and native peoples of the African continent south of the Sahara Desert.

Apple 128K	
No. A-314-3 *(3.5" disk)*	$59.00
No. A-314-5 *(5.25" disk)*	$59.00

Wagon Train 1848

Resume Game   Travel the Trail
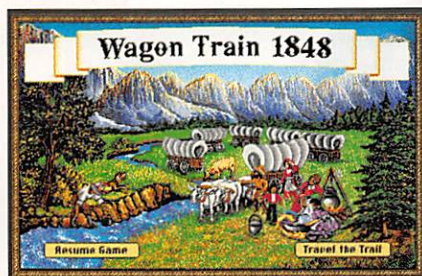
AWARD Technology and Learning Award
Wagon Train 1848™

Grade 5 – Adult

This frontier experience is a great way for kids to learn the advantages of working together. See pages 14–15 for a complete description of this cooperative-learning adventure!

Macintosh Plus or later, 1 megabyte or more	
One *Basic Cooperative Learning Package*: For use with your first five computers. Includes five sets of disks and a classroom instruction manual.	
No. NWT500-3 *(3.5" disk)*	$399.00
Each *Add-On Student Package*: For use with every additional five computers. Includes five sets of disks.	
No. NWT500PAK-3 *(3.5" disk)*	$99.00

Can be used with up to 30 Macintosh Plus or later model computers (including the Classic, LC, and IIsi). Requires an *AppleTalk*-based network. Hard disks and color monitors are optional. A file server is *not* recommended.

NEW!
History Makers

Grades 3–6

Students attempt to identify significant people of various ethnic backgrounds by asking them questions. Kids learn about these people's contributions to American history and culture and learn to place the achievements of minority peoples in proper historical context.
- Features an extensive database that includes a cross-section of African, Hispanic, Asian, and American Indian history makers.
- Provides equal representation of the genders.

Apple 128K	
No. A-313-3 *(3.5" disk)*	$59.00
No. A-313-5 *(5.25" disk)*	$59.00

Updated!
AWARD Media & Methods and Technology and Learning Awards
USA GeoGraph™

Grade 5 – Adult

USA GeoGraph has been updated to include the latest data from the 1990 U.S. Census. Students in your class access demographic, social, environmental, and economic data through maps and a database. Any changes made to the maps are automatically reflected in the database and vice versa. Ideal for individual study, group lessons, and your presentations.
- Contains more than 30 maps and more than 20 thematic overlays.
- Features a database with more than 100 categories.

Apple IIGS 768K	
(Includes disks, User's Guide, and Classroom Guide)	
No. A-300-3 *(3.5" disk)*	$69.00
USA GeoGraph Classroom Guide	
(Manual Only)	
No. A-300CG	$19.00

Network versions and pricing

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.

World Geograph — Austria ranks 74th in Arable Land
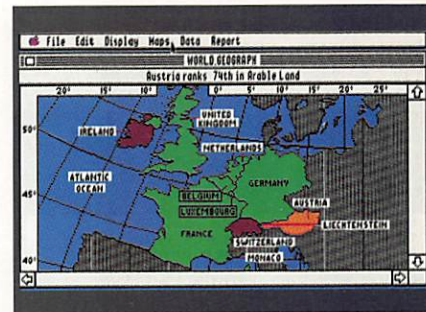
AWARD Technology and Learning and Parents' Choice Awards and the 1989 Software Publishers Association Critic's Choice Award for Best Educational Product
World GeoGraph™

Grade 6 – Adult

Focusing on the themes of location, place, relationships within places, movement, and region, *World GeoGraph*'s colorful maps and extensive database work together interactively to make the community of nations come alive for students. As they research and learn more about different countries, patterns and relationships become more understandable.
- Features more than 40 maps and a 55-category database of 177 nations.
- Includes updated information and maps that reflect the latest geo-political changes.

Apple IIGS 768K	
(Includes disks, User's Guide, and Classroom Guide)	
No. UGS100-3 *(3.5" disk)*	$69.00
World GeoGraph Classroom Guide	
(Manual Only)	
No. UGS101-M	$19.00
NEW! Macintosh Plus or later, 1 megabyte or more *(Available Spring 1993)*	
(Includes disks, User's Guide, and Classroom Guide)	
No. MC-100-3 *(3.5" disk)*	$69.00
NEW! *World GeoGraph* Classroom Guide	
(Manual Only)	
No. MC-100CG	$19.00

Presidential Inquiry™

Grade 5 – Adult

The lives and times of our nation's chief executives are detailed in this set of *HyperCard* stacks. Students discover interesting biographical information, historical events that took place during presidents' terms in office, and significant issues relevant to each administration.
- Includes controls for videodisc players and features a presidential card game.
- Allows you to save and print reports.

Macintosh Plus or later, 2 megabytes or more	
No. MC-140-3 *(3.5" disk)*	$69.00

We have come as friends.

So we assumed. We maintain friendly relations with white traders, who in turn bring us supplies of manufactured goods.
Press SPACE BAR to continue

Lewis and Clark Stayed Home™

Grades 5–9

Your students get to replace Lewis and Clark and explore the Louisiana Purchase in this adventure. Their challenge is to explore and map the Louisiana Purchase while collecting plant and animal specimens; establish friendly contact with Native Americans and convince them to trade with the United States instead of Great Britain or Spain; and attempt to find a water route to the Pacific Ocean.

- Allows students to earn points by making discoveries and exploring new territories within a set time limit.
- Exercises strategy and negotiation skills.

Apple 128K	
No. A-279-3 *(3.5" disk)*	$59.00
No. A-279-5 *(5.25" disk)*	$59.00

Network versions and pricing

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.

Level 1 of Hopewell at plot #1.
Culture: HOP
T: Change Tool
Tool is: Brush
D: Data

You brushed off some dirt and found - Clothing Tools!
Space Bar: Continue

Bluegrass Bluff

Grades 5–9

Bluegrass Bluff, Kentucky, is the setting for a computer-simulated archeological dig. Your students "excavate" artifacts—pottery, jewelry, statuettes, and carvings—from different eras in American history. Kids dig up items from various locations, including a Civil War site, a slave plantation, an American frontier stockade, and several Native American sites.

- Presents a realistic, thought-provoking account of American history.
- Features artifacts that enable kids to put together a time line that dates back more than 10,000 years.

Apple 128K	
No. A-256-3 *(3.5" disk)*	$59.00
No. A-256-5 *(5.25" disk)*	$59.00

Score 0

You may:
1. Look at the guest list
2. Visit the document room

Use arrows to move.   Press Return.

To Preserve, Protect and Defend

Grades 9–12

The Constitution is waiting to be signed into effect. In the meantime, kids serve as guards. To do their job effectively, they must be able to distinguish real Constitutional delegates from imposters and to replace missing sections of the Constitution if detractors manage to alter it.

Apple 128K	
No. A-198-3 *(3.5" disk)*	$59.00
No. A-198-5 *(5.25" disk)*	$59.00

AWARD *Media & Methods* Award and The American Library Association Booklist of Software Greatest Hits

Time Navigator™

Junior High – Adult

Kids travel through the 20th century in a "chronomobile," and the only way to progress is by knowing history. They choose categories—headlines, popular songs, literature, movies, conversations, or cultural artifacts. Students are then shown three items from the category that they've selected and must choose which item occurred most recently in history. In the process, they develop sequencing skills and cultivate historical knowledge.

Apple 128K	
No. A-247-3 *(3.5" disk)*	$59.00
No. A-247-5 *(5.25" disk)*	$59.00

Time Navigator Leaps Back™

Junior High – Adult

Your students travel through time, exploring the history and culture of the United States from 1776 to 1900. To navigate forward, they select the most recent items—headlines, artifacts, the arts, and conversations—from a given list. If students select incorrectly, they may be thrown off course or even "stuck in time." But successful history students may qualify to add their names to the top-ten high-score list.

• Provides a broad overview of American history.

• Develops sequencing skills.

Apple 128K	
No. A-225-3 *(3.5" disk)*	$59.00
No. A-225-5 *(5.25" disk)*	$59.00

Time Navigator Around the World™
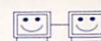
Junior High – Adult

Sent back to a random point in history—from 3999 B.C. to the present—students make their way forward in time by choosing which item from various categories is the most recent. Categories include arts and literature, artifacts, headlines, conversations, and people.

• Features a top-ten high-score list.

• Develops sequencing skills.

Apple 128K	
No. A-277-3 *(3.5" disk)*	$59.00
No. A-277-5 *(5.25" disk)*	$59.00

Jenny's Journeys™

Grades 4–6

Driving around Lake City—at first with "Aunt Jenny" and later on their own—children explore the town while learning to use a map index, find locations, and plan efficient travel routes. Realistic construction detours add to the challenge.

Apple 64K	
No. A-161-3 *(3.5" disk)*	$59.00
No. A-161-5 *(5.25" disk)*	$59.00
IBM/Tandy and 100% compatibles, 256K, CGA	
No. MS-132-3 *(3.5" disk)*	$59.00
No. MS-132-5 *(5.25" disk)*	$59.00

Only the Apple version is networkable.

The Market Place™

Grades 3–9

Students in your class muster their entrepreneurial spirits by setting up their own businesses to sell apples, tomato plants, or lemonade. Everything from advertising to pricing decisions is under their control as they learn basic economic lessons, such as the laws of supply and demand.

Apple 64K	
No. A-160-3 *(3.5" disk)*	$59.00
No. A-160-5 *(5.25" disk)*	$59.00
IBM/Tandy and 100% compatibles, 256K, CGA	
No. MS-133-3 *(3.5" disk)*	$59.00
No. MS-133-5 *(5.25" disk)*	$59.00

Only the Apple version is networkable.

MECC software helps you create an inspiring environment for students with different learning needs.

How can educators create a nurturing educational environment that respects students' different learning styles and encourages individual success? How can they decrease the time spent preparing for classes and finding new resource materials?

In light of these concerns, MECC talked with special-education teachers, coordinators, and other experts from schools and universities about the characteristics that educational software should possess to be most beneficial to students with different learning needs. The products in this section meet most or all of these requirements.

- A high degree of control over content presentations
- Data on students' progress
- Emphasis on the use of thinking skills
- Skill progression
- Information feedback
- Flexible instructional variables

Language Arts Different Learning Needs Products		Grade Range	Key-boarding Skill Level	Teachers can...			
				Select Content	Set Response Time	Set Number of Problems	Access Student Records
Classification	Picture Chompers	K–1	S			●	●
Readiness	First-Letter Fun	Pre–K	S				
	The Friendly Computer	Pre–3	F	●			
	Fun from A to Z	Pre–K	S	●			
	Paint with Words	Pre–2	S				
Phonics	Phonics Prime Time: Final Consonants	K–2	S	●		●	●
	Phonics Prime Time: Initial Consonants	K–1	S	●		●	●
	Phonics Prime Time: Vowels I	1–2	S	●		●	●
	Phonics Prime Time: Vowels II	1–3	S	●		●	●
	Word Munchers	1–5	S	●		●	
Word Building	Words at Work: Compound It!	3–6	S	●		●	●
	Words at Work: Contraction Action	2–4	S	●		●	●
	Words at Work: Prefix Power	3–6	S	●		●	●
	Words at Work: Suffix Sense	3–5	S	●		●	●
Composition	Storybook Weaver	K–6	F				
	Storybook Weaver: World of Adventure	K–6	F				
	Storybook Weaver: World of Make-Believe	K–6	F				
Grammar	Grammar Gazette	5–6	F			●	
	Grammar Gobble	1–6	F,S	●	●	●	
	Grammar Madness	3–6	F,S	●		●	
	Grammar Toy Shop	1–2	S	●		●	
	Picture a Story	K–2	F,S				
Spelling	Spellevator	1–12	F	●			
	Spelling Workout	1–12	F	●		●	●
Productivity Tools	Spelling Press	1–12	–				
	Spelling Puzzles and Tests	1–12	–				
Keyboarding	CommuniKeys	3–6	F		●		●

MECC offers cost-effective Lab Kits (see page 70 for details). Call 800/685-MECC.

Mathematics Different Learning Needs Products		Grade Range	Key-boarding Skill Level	Teachers can...			
				Select Content	Set Response Time	Set Number of Problems	Access Student Records
Classification	Picture Chompers	K–1	S			■	
Estimation	Estimation: Quick Solve I	5–8	N,S	■	■	■	
	Estimation: Quick Solve II	5–8	N,S	■	■	■	
	Estimation Strategies	3–6	N,S	■			
Numbers and Numeration	Arithmetic Critters	K–2	S	■			
	Counting Critters	Pre–K	S	■			
	Number Munchers	3–Adult	S	■			
Whole-Number Operations	Addition Logician	3	N		■		■
	Arithmetic Critters	K–2	S	■			
	Circus Math	2–3	N		■	■	
	Conquering Whole Numbers	3–6	N,S	■		■	
	Early Addition	1–2	N		■	■	
	Multiplication Puzzles	3–4	N		■	■	
	Number Munchers	3–Adult	S	■			
	Path Tactics	K–6	N		■		
	Quotient Quest	4	N		■	■	
	Space Subtraction	1–3	N		■	■	
	Speedway Math	1–6	N	■	■	■	■
	Subtraction Puzzles	3	N		■	■	
Time/ Measurement	Clock Works	1–3	S	■		■	■
	Measure Works	1–4	S	■		■	
Fractions	Conquering Fractions (+,-)	4–8	N,S	■		■	
	Conquering Fractions (x,÷)	5–8	N,S	■		■	
	Fraction Concepts, Inc.	3–5	S	■		■	
	Fraction Munchers	3–Adult	S	■			
	Fraction Practice Unlimited	4–6	N,S	■		■	■
Decimals	Conquering Decimals (+,-)	4–8	N,S	■		■	
	Conquering Decimals (x,÷)	5–8	N,S	■		■	
Graphing	Coordinate Math	4–9	N,L	■			
	MECC Graph	7–9	F				
Problem-Solving	Patterns	K–1	S	■			
	Problem-Solving Strategies	5–9	F				
	Problem-Solving with Nim	3–8	N,S				
	Wonderland Puzzles	4–7	N,S	■	■		
Probability	Take a Chance!	2–6, Jr. High	S		■		
Productivity Tools	Mastering Math	1–4	N/A				

Science Products

Backyard Birds

Cavity Busters

Chemistry: The Periodic Table

Cleanwater Detectives

Discovery Lab

Fossil Hunter

Lunar Greenhouse

Murphy's Minerals

Mystery Objects

Odell Lake

NEW!
Rocket Factory

Sky Lab

Sun and Seasons

Weeds to Trees

NEW!
Woolly's Garden

Social Studies Products

Bluegrass Bluff

NEW!
Dr. Livingstone, I Presume?

NEW!
Freedom!

NEW!
History Makers

Lewis and Clark Stayed Home

The Market Place

The Oregon Trail

Time Navigator

Time Navigator Around the World

Time Navigator Leaps Back

Thinking-Skills Products

Problem-Solving Strategies

Create colorful artwork!

Easy Color Paint is a creative tool for students of all ages. This critically acclaimed color painting program can accommodate both beginning and experienced artists by allowing them to select a level—from ECP Intro to ECP Artist—that suits their needs. Students can create their own art or they can color the black-and-white sketches.

With ECP Intro, young artists find the extra-large color squares and extra-large "fatbits" easy and fun to use.

With ECP Standard, users experiment with such varied features as 13 color palettes and more than 1,000 font styles and sizes.

The package displays up to 256 colors with an eight-bit color monitor, and it prints in black and white to any printer and in color to the ImageWriter II or color QuickDraw™ printers (a color monitor is required for printing in color). With *Easy Color Paint*, students can create pictures, letterhead, invitations, flyers, greeting cards, and more!

Let this award-winning paint program bring out the artist in you! This powerful learning tool for Macintosh computers is a collection of 21 individual tools that enables students of all ages to create computer-generated art.
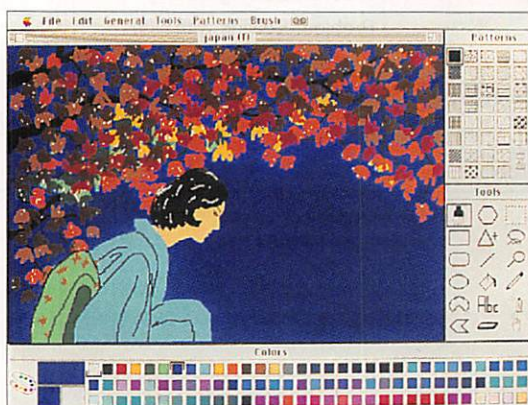
With ECP Artist, advanced users find that such tools as multi-colored, user-defined patterns and gradient fills help to boost their creative power.

MECC offers the largest selection of networkable software. Call 800/685-MECC.

These are just a few of the tools available in *Easy Color Paint*:

Brush: This tool transforms your mouse into a paint brush—just choose the size, shape, and pattern of your brush and start painting.

Line: With this tool, you can draw lines anywhere on the screen.

Bucket: This tool spills paint onto the pixel that you click with your mouse and onto neighboring pixels to color areas of your painting.

Pencil: With this tool, you can draw pictures by moving your mouse around the screen like a pencil.

Spray Can: This tool works like a can of spray paint and lets you paint in any pattern.

Eraser: If you make a mistake, this tool will help you fix it. It converts your mouse into an electronic eraser—and you control its size.
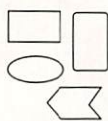
Shapes: By using these tools, you can draw hollow or filled shapes—with or without borders—anywhere on the page. Shapes include:
- rectangles
- rounded rectangles
- ovals
- polygons
- regular polygons
Or create your own!

Marquee and Lasso: You can use these tools to highlight an area that can then be cut, copied, moved, flipped, gradient-filled, or stretched.

Fatbits: This tool lets you select a portion of the screen to be enlarged for inspection or precise editing. Simply move the magnifying glass over the area and click.

Words: With this tool, you can add text to your creations. You can take advantage of the myriad type styles and sizes available for Macintosh computers.

Hand: This tool gives you control over which part of your picture is shown in the painting window.

Easy Color Paint is truly an easy-to-use program that can meet the diverse needs of schools. Three levels of difficulty and such special effects as horizontal and vertical flipping, rotation, stretching and shrinking, color blending, gradient filling, and multi-colored patterns make *Easy Color Paint* a powerful, easy, and fun Macintosh tool. There is simply no other color paint program that can rival *Easy Color Paint*'s versatility, value, and ease of use.

"A program that lives up to its name . . . wonderful colors . . . suitable for a wide range of users . . . fun to use."
—*Technology and Learning*, September 1990

Designer Prints™
Media & Methods Award

K – Adult

Create wall-sized posters, certificates, news-letters, worksheets, letterheads, and more to help make your classroom an inspiring learning environment. You choose from an extensive selection of borders, graphics, and text styles. Or import a graphic from another source to include in your final piece.

Apple IIGS, 1 megabyte or more
No. A-252-3 *(3.5" disk)*......................................**$59.00**

Prints in black and white to an Epson® printer or Apple LaserWriter®. Prints in color or black and white to an Apple ImageWriter®. Two 3.5" disk drives are required.

David Thornburg's Sunshine Thoughts Kit

Grades 3–8

Help instill self-confidence in kids with this motivational kit. Start the day with a positive one-minute message and decorate your classroom with inspiring posters. Includes stickers for kids to wear or put on books.

Cassette Tape, Poster Book, and Stickers
No. G-648......................................**$20.00**

Designer Puzzles™
Media & Methods Award

K – Adult

Fun learning activities such as circular mazes, word scrambles, word finds, crossword puzzles, and much more have never been so easy for you to design and produce. *Designer Puzzles* can also be used in conjunction with *Spelling Series Toolkit* to create personalized word lists and *Designer Prints* to make great classroom displays and bulletin boards.

Apple IIGS, 1 megabyte or more
No. A-223-3 *(3.5" disk)*......................................**$59.00**

Prints in black and white to an Epson® printer or Apple LaserWriter®. Prints in color or black and white to an Apple ImageWriter®. Two 3.5" disk drives are required.
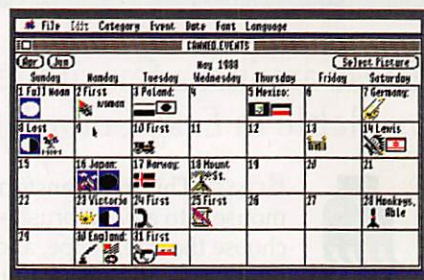
Calendar Crafter™
Technology and Learning and *Media & Methods* Awards

K – Adult

You and your students will have no trouble keeping track of important days—holidays, birthdays, sporting events, term paper deadlines, test days, and more—when you design and print your own calendars with *Calendar Crafter*. Choose from seven styles, including one day, one week, one month, and one year per page.

Apple IIGS, 768K
No. A-194-3 *(3.5" disk)*......................................**$59.00**
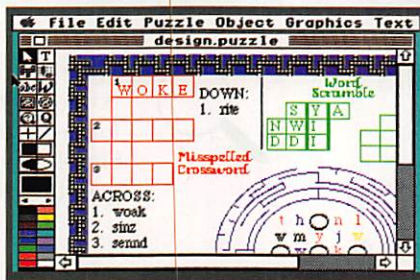
Prints in black and white to an Epson® printer or Apple LaserWriter®. Prints in color or black and white to an Apple ImageWriter®.
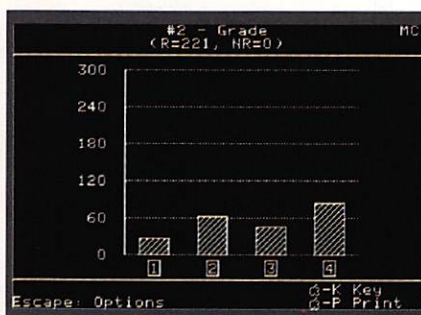
Instant Survey

Grades 7 – Adult

A cross-curriculum product for use by teachers in all disciplines, *Instant Survey* puts your students—in cooperative-learning groups or individually—in the challenging role of survey researcher, helping them to formulate effective questions and investigate the answers.

Apple 128K	
No. A-245-3 *(3.5" disk)*	$59.00
No. A-245-5 *(5.25" disk)*	$59.00

Grade Manager–Apple

K – Adult

This time-saving utility helps you keep track of up to 50 grades for as many as 1,088 students. With *Grade Manager*, you can record scores, compute grades, and print grade reports. Choose from total points, percentage grading, and standard scores.

Apple 64K	
No. A-771-5 *(5.25" disk)*	$59.00

Network versions and pricing 🙂–🙂

This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.
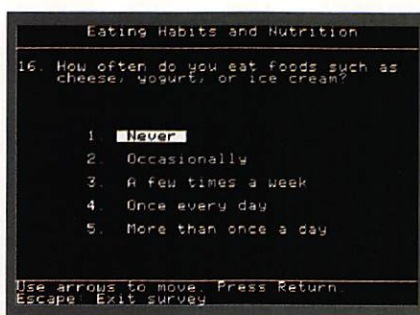
Instant Survey Sampler

Grades 3–12

Designed to accompany *Instant Survey*, this package features 23 pre-written surveys about such timely topics as electronic media, elections and polls, alcohol, and more. You and your students can modify them for your own use or study them as examples of successful survey research.

Apple 128K	
No. A-224-3 *(3.5" disk)*	$49.00
No. A-224-5 *(5.25" disk)*	$49.00

Grade Manager–IBM/Tandy

K – Adult

This package, similar to *Grade Manager–Apple*, helps you compute and record grades for up to 1,000 students per class. And, with a fixed data disk, you can work with as many as 25 sub-directories containing data on up to 1,900 students each.

IBM/Tandy 256K, CGA	
No. MS-205-3 *(3.5" disk)*	$59.00
No. MS-205-5 *(5.25" disk)*	$59.00

The Presenter— A Videodisc Utility

K – Adult

Turn a computer screen into a paper outline and a videodisc player into a slide projector! Compatible with Apple's Video Overlay Card. Use this product to compose interactive outlines for video lectures. Repurpose either CAV or CLV videodiscs by combining a Pioneer LD-V2200, LD-V4200, LD-V8000, or LD-V6000 series player, an Apple II series computer, and an Apple Super Serial interface card or serial port.

Apple 128K	
No. VID 5501-5	$59.00

Teacher Option Organizer

K – Grade 6

This package makes it much easier for you to take full advantage of the teacher options featured in so many of MECC's courseware packages. Simply save the teacher option settings on one product disk. Then load them onto the *Teacher Option Organizer* disk and transfer them onto an unlimited number of the same MECC product disks.

Apple 128K	
No. A-242-3 *(3.5" disk)*	$39.00
No. A-242-5 *(5.25" disk)*	$39.00

An Apple IIe, IIc, or IIGS is required.

Computer Inspector 🙂–🙂

K – Adult

Keep your computer in its best possible condition with this package. Perform a variety of tests to determine your computer's configuration and check its performance, as well as that of its peripherals. Along with learning such information as the amount of main and auxiliary memory, you can even check for disk and memory errors.

Apple 48K	
No. A-240-3 *(3.5" disk)*	$59.00
No. A-240-5 *(5.25" disk)*	$59.00

Study Guide II— A Videodisc Utility

K – Adult

Add video to your study guides and tests! With this utility, you can compose study guides with up to 200 multiple-choice, true-false, completion, or matching questions that coincide with segments from CAV videodiscs. A Pioneer LD-V2200, LD-V4200, LD-V8000, or LD-V6000 series player, an Apple II series computer, and an Apple Super Serial interface card or serial port are required.

Apple 128K	
No. VID 5511-5	$59.00

MECC Product Presentations

Ideal for computing coordinators and training specialists, *MECC Product Presentations* provides an overview of MECC's annual product collections for Apple, Macintosh, and IBM/Tandy. Included are transparency masters and suggestions for short presentations and more extensive hands-on activities to help you use MECC products more effectively.

Apple Product Manuals	
1989-90 Apple Products No. T-630-M	$49.00
1990-91 Apple Products No. T-631-M	$49.00
1991-92 Apple Products No. T-632-M	$49.00
NEW!	
1992-93 Apple Products No. T-633-M	$49.00
Macintosh Product Manual	
NEW!	
1992-93 Macintosh Products No. MC-632-M	$29.00
IBM/Tandy Product Manual	
NEW!	
1992-93 IBM/Tandy Products No. MS-632-M	$29.00

Writing and Publishing in Multimedia

These materials for teacher workshops on desktop multimedia and writing can be used to help teachers explore the interplay of video, sound, text, and graphics as a new medium for student writing. Includes two model projects—one elementary and one secondary—that integrate multimedia technologies with principles of the writing process. Step-by-step tutorials are included to introduce workshop participants to this technology. The manual includes participant activities, presenter notes, and workshop data disks.

Apple IIGS, 1.25 megabytes	
(Two 3.5" disk drives required. *HyperStudio* Version 2.1 is also required but must be purchased separately.)	
No. T-622-3 *(3.5" disk)*	$59.00
Macintosh Plus or later, 2 megabytes or more	
(*HyperCard 2.0* is required but must be purchased separately.)	
No. MC-622-3 *(3.5" disk)*	$69.00

Teaching Communications: A New Draft

(Videotape)

Peer interaction, individual conferences, multiple technologies, and teacher artistry combine to create exciting learning environments. Features elementary, middle-school, and high-school classrooms in three states as models for K–12 communications learning.

Instructional Videotape (VHS)	
No. TV102	$55.00

Introduction to AppleWorks® GS

As you put together and implement a simulated school fund-raiser, *Introduction to AppleWorks GS* helps you explore basic *AppleWorks GS* features, including word processing, spreadsheet, database, page layout, graphics, and communications. Ideal as the basis for a workshop, as a text, or for independent study.

Apple IIGS, 1 megabyte or more	
Presenter Package Only	
(Manual Only)	
No. T-647-M	$20.00
Participant Package Only	
(Manual and 3.5" disk)	
No. T-646-3	$29.00

Requires an Apple IIGS, two 3.5" disk drives, and a color monitor. An ImageWriter printer with color ribbon is recommended but not required. *AppleWorks GS* must be purchased separately. These materials cannot be reproduced.

The Friendly Computer™

Preschool – Grade 3

While playing with the friendly character Zebug, your students learn about the major parts of the computer system, with special emphasis on the keyboard. Kids also learn to create computer drawings to print and display.

Apple 48K	
No. A-779-3 *(3.5" disk)*	$49.00
No. A-779-5 *(5.25" disk)*	$49.00
IBM/Tandy and 100% compatibles, 256K, CGA	
No. MS-131-3 *(3.5" disk)*	$49.00
No. MS-131-5 *(5.25" disk)*	$49.00

Only the Apple version is networkable.

MECC Computer Parts Kit

Preschool – Adult

Parts from all three generations of computers are found in this hands-on kit. Included are printed circuit boards with vacuum tubes, transistors, and integrated circuits. Also featured are a variety of such computer materials as microfiche, magnetic tape, punch cards, and more.

Kit and Teacher's Guide	
No. G-647	$95.00

Network versions and pricing
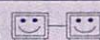
This symbol indicates that a product can be networked. The price for network products is $399.00. For information on networking and Lab Kits, please see page 70.
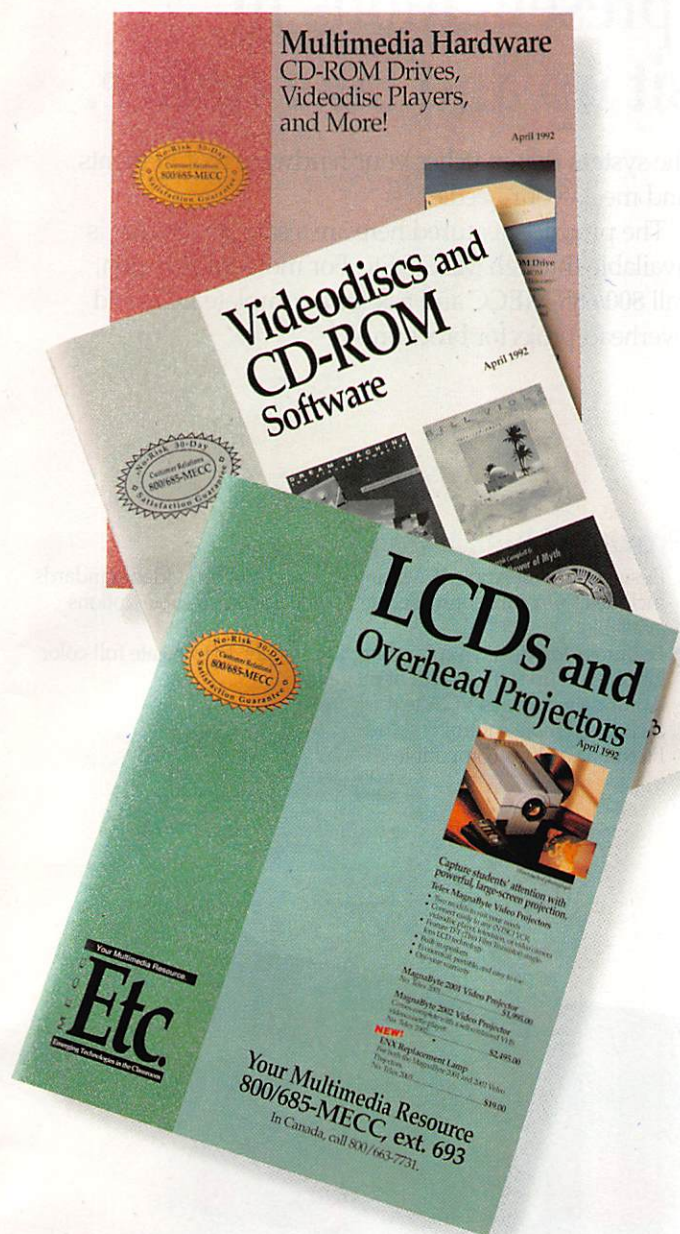
MECC Etc. meets educators' multimedia needs.

Multimedia is *the* technological trend of the '90s. And while the term may conjure up visions of complicated and expensive equipment, using multimedia doesn't have to be difficult or cost-prohibitive.

Multimedia may simply mean using the technology you have or adding a few pieces and using them together in new ways. For example, as an alternative to traditional teaching, you may want to use the computer with videodiscs or CD-ROM drives and software.

Students can also use technology to create multimedia presentations and reports. In this way, creating becomes an integral part of the learning process.

MECC Etc. is your multimedia resource that offers a complete line of high-quality products. We update our product list frequently to ensure that the merchandise is the best of its kind currently on the market. We also offer a 30-day satisfaction guarantee.

On the following pages, you'll find a sample of MECC Etc. products. For complete descriptions, call and ask for MECC Etc. brochures.

Multimedia Hardware
CD-ROM Drives, Videodisc Players, and More!
April 1992

Videodiscs and CD-ROM Software
April 1992

LCDs and Overhead Projectors
April 1992

Your Multimedia Resource
800/685-MECC, ext. 693
In Canada, call 800/663-7731.

On the following pages, you'll find a sample of MECC Etc. merchandise. To learn more, call 800/685-MECC and request MECC Etc. brochures.

Display your multimedia presentations in ways that make students sit up and take notice.

MECC Etc. features a variety of multimedia presentation tools—video projectors, LCDs, overhead projectors, and more—all from reputable vendors such as Telex, Proxima, and Dukane. Whether you want to display transparencies, show computer screens to a large group, or enlarge videodisc images, our selection ensures that you will find the system that matches your hardware requirements and meets your needs.

The products featured here are a sample of what is available through MECC Etc. For more information, call **800/685-MECC** and ask for a complete LCD and overhead projector brochure.

Proxima MultiMode LT

- Designed for all Apple II, Macintosh, and MS-DOS video standards
- Includes VGA cable only (Apple II and Macintosh cable options available)
- Features OptiView™, a color-mapping system, to translate full-color graphics in up to 16 shades of magenta
- Accurately displays VGA text
- Includes remote control
- Proxima Cyclops-compatible

Telex MagnaByte 1000

- Displays 2,197 brilliant colors simultaneously
- Crisp, active matrix panel (compatible with VGA, Macintosh II, and Macintosh LC 13-inch monitors only)
- Three RGB color modes (8, 64, or 2,197) to enhance your presentations
- Cables and remote control sold separately
- One-year warranty

This is a sample of the multimedia presentation tools available through MECC Etc. For brochures and competitive prices, call 800/685-MECC.

Volume pricing available.

LCDs and Overhead Projectors
April 1992

Capture students' attention with powerful, large-screen projection.

Telex MagnaByte Video Projectors

- Two models in one: your PC/PC-2 VCR
- Connect easily to any PC/PC-2 VCR
- videodisc player, television, or video camera
- Features TFT (Thin Film Transistor) simple-
- ium LCD technology!
- Built-in speakers
- Economical, portable, and easy to use
- One-year warranty

MagnaByte 2001 Video Projector $1,995.00
No. Telex 2001

MagnaByte 2002 Video Projector $2,495.00
Comes complete with a self-contained VCR,
videodisc player
No. Telex 2002

NEW! ENX Replacement Lamp
For both the MagnaByte 2001 and 2002 Video
Projectors $39.00
No. Telex 2005

**Your Multimedia Resource
800/685-MECC, ext. 693**
In Canada, call 800/663-7731.

Etc.

MECC Etc. representatives are multimedia specialists. Call 800/685-MECC.

Maximize the impact of your technology resources by adding powerful new hardware.

By combining your existing technology with new equipment, you'll be able to explore the expanding world of multimedia as never before. Sony and GenSTAR CD-ROM drives and Pioneer LaserDisc players make classroom presentations exciting. With *ComputerEyes* by Digital Vision, you can digitize any visual image for use on your computer. And barcode readers are great time-saving devices when putting presentations together.

The products on this page are examples of what is available through MECC Etc. For details on other products, call **800/685-MECC** and ask for a complete multimedia hardware brochure.

The Sony Laser Library™ CD-ROM with Software Bundle

- IBM XT, AT, PS/2 models 25/30 and compatibles with 512K RAM
- Sony quality
- Stand-alone external drive
- 340-millisecond data access time
- Includes Sony headset

The Sony Laser Library includes these six CD-ROM titles (a retail value of $2,100!): Compton's *Family Encyclopedia*, Microsoft *Bookshelf* (1991 edition), *Languages of the World*, National Geographic's *Mammals*, *Mixed-Up Mother Goose*, and *The Software Toolworks World Atlas*.

Pioneer CLD-V2400 LaserDisc Player

- Utilizes Level I and Level III computer interaction
- Plays both videodiscs and audio CDs
- LaserBarcode-compatible
- An industrial machine for both videodiscs and audio CDs
- Digital and analog audio
- Includes wireless remote control
- Includes one videodisc

This is a sample of the multimedia hardware available through MECC Etc. For brochures and competitive prices, call 800/685-MECC.
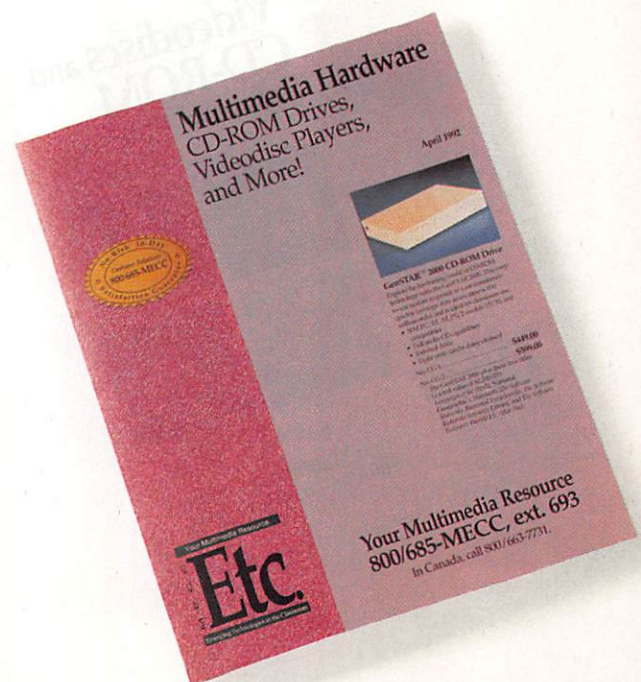
Volume pricing available.

Explore a videodisc and CD-ROM software library of reference materials for every subject area.

Videodiscs and CD-ROM software can provide you and your students with a fresh perspective on a variety of topics—from such science concepts as evolution and pollination to such classic films as *Casablanca* and *Singin' in the Rain* to the complete works of William Shakespeare. And videodiscs and CD-ROM software can help you create visually stunning multimedia presentations filled with fascinating facts.

The products shown here will give you an idea of what is available through MECC Etc. To learn more, call **800/685-MECC** and ask for a complete videodisc and CD-ROM software brochure.

Compton's Family Encyclopedia

Designed specifically for elementary and junior-high reference. *Compton's Family Encyclopedia* contains all 26 volumes of the 1991 print edition of *Compton's Encyclopedia*. This database includes more than 8 million words in more than 30,000 articles; 10,000 images, maps, and graphs; and 30 minutes of sound. Color, sound, and text on a multitude of subjects are all included on this one disc. An on-line 65,000 word *Webster's Intermediate Dictionary* and more than 121,000 hypertext links let you access information and definitions instantly. The disc also includes a user-friendly atlas. Simply pick a spot on the globe, click the mouse, and view an article about the selected place. A zoom feature allows further exploration of the atlas. A savable notebook, bookmarks, and advanced cut-and-paste capabilities allow for efficient research and report work.

Discovery Channel's Investigating History: Treasures from the Deep (CAV)

Grades 7–12

Journey back in time as modern historians and high-tech salvagers uncover the mystery of the wreck of the *S.S. Central America*—the richest wreck in U.S. history. Learn about the gold rush, westward expansion, changing social values, and new technology in the U.S. in the mid-1800s. Includes videodisc and classroom guide.

Bio Sci II Elementary (CAV)

Grades 4–6

Kids will go wild for the new *Bio Sci II Elementary*! This exciting version of the popular life-science disc *Bio Sci II* unfolds the fascinating world of biology from biomes to bugs to bears. The package includes more than 70 printed lesson plans. In addition, a new barcoded directory classifies visuals into dozens of groupings such as leaves, birds, mammals, and food chains.

Videodiscs and CD-ROM Software

April 1992

LAWRENCE OF ARABIA

MECC Etc.

Your Multimedia Resource
800/685-MECC, ext. 693
In Canada, call 800/663-7731.
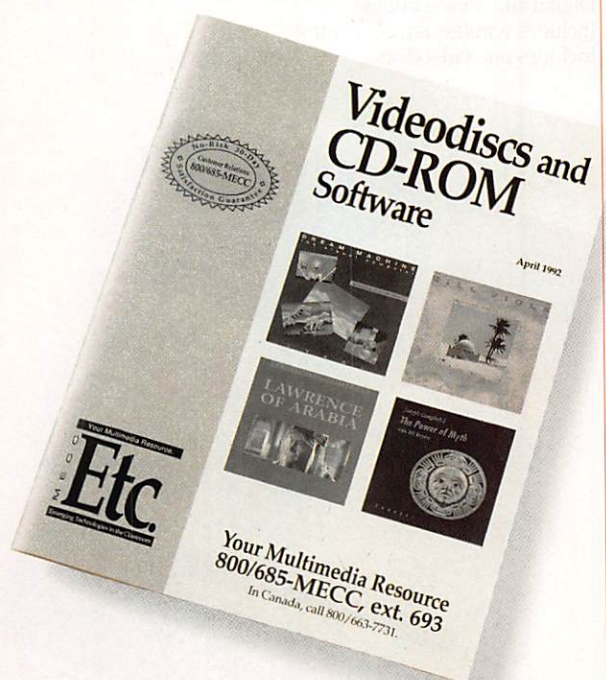
This is a sample of the videodiscs and CD-ROM software available through MECC Etc. For brochures and competitive prices, call 800/685-MECC.

MECC software carries a 30-day satisfaction guarantee. Call 800/685-MECC.

mecc

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Minneapolis, Minnesota 55430-4003

To charge your order, call us:
800/685-MECC or 612/569-1500

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Organization _____

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Address _____

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Customer # _____

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Organization _____

Attention: _____

Address _____

City/State/Zip _____

Daytime Phone (_____) _____

Product Number	Product Title	Quantity	Disk Size	Lab Kit	Network Version	Unit Price	Total Price
A-157-5	The Oregon Trail	1	5.25	yes	no	129.00	129.00
	* SPA Anti-Piracy Video and Learning Package (see lower right corner of this page)					$10.00	

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☐ Charge to my (circle one):

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Account # ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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All orders must be either prepaid or accompanied by an institutional purchase order.

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  Shipping charges: $4.00 for orders of $500.00 or less and $7.50 for orders of greater than $500.00 placed in the continental United States. Customers in Alaska and Hawaii please add $2.00 to the above charge.

In a hurry?
  We'll be happy to make arrangements for special deliveries—from overnight service and next-day air mail to international orders. And we'll bill you only for what we pay to deliver it to you.
  For international or MECC Etc. orders, call us at **800/685-MECC**.

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California and Minnesota customers add applicable state sales tax.

TOTAL _____

* SPA Anti-Piracy Video
The Software Publishers Association's anti-piracy video and learning package demonstrate the ethical use of software and the copyright laws. Includes a video, informational brochures, teacher lesson plans, and student activities for grades 4–8 (see order form above).

mecc

Making educational technology convenient with networkable products and Apple II, Macintosh, and MS-DOS Lab Kits.

MECC offers you several options to make our software easy to implement. Depending on how you wish to use our software, we offer networkable products and Lab Kits. Both are cost-effective means of getting highly acclaimed MECC software into the hands of educators and students.

Options vary by platform. For more detailed information, see the following charts and descriptions. They are organized by platform to help you determine how you can best use MECC products in a network environment.

If you have questions or wish to place an order, call our MECC representatives at **800/685-MECC**. They'll be happy to help you determine the best solutions for your needs.

Networkable Products

MECC has the largest selection of networkable products on the market. If your school or district uses a network, look for the networking symbol (☺—☺) by each product description.

Apple II, Macintosh, and MS-DOS products are networkable, unless otherwise stated in the technical requirements box beneath the product descriptions.

Lab Kits

MECC Lab Kits are among the most convenient ways for you to put together a complete computing lab. And when you build a lab with MECC courseware, you're assured of unparalleled quality. Lab Kits include five disks and one manual at a very reasonable price.

When ordering a Lab Kit for a product, please write "Lab Kit" after the catalog number on the order form. The prices listed below do not apply to all MECC products. For detailed pricing information, call a Customer Relations representative at **800/685-MECC** or **612/569-1500**.

Apple II Series Products

Format	Use of Stand-Alone Products	Network Information
3.5" or 5.25" disks (please specify when ordering)	Products can be used individually or purchased as Lab Kits that include five disks and one manual.	Only network versions of Apple IIgs products are available. Other individual Apple II series products purchased at the networking prices listed below can be installed onto the network with the *Network Loader* or a local hard drive with the *MECC Product Installer*. (Request a *MECC Product Installer* at the time you place your order. The *Network Loader* will automatically be shipped with your network product order.) MECC supports Apple II series products on AppleShare®, Corvus Omninet®, and Digicard® networks.

Apple® II Technical Information

MECC Apple II software packages are distributed on 5.25" disks, and most are also available in the 3.5" version. Products are designed to operate on Apple II series computers with one disk drive, unless otherwise noted. Please see the individual package descriptions for details about disk-size availability and computer-memory requirements. All MECC Apple II instructional products work with the Apple IIGS system. Please see the index, beginning on page 72, for network information. Apple® is a trademark of Apple Computer, Inc.

Apple II Series Network Pricing

3.5" Network Version	**$399.00**
5.25" Network Version	**$399.00**

Apple II Series Lab Kits

3.5" Lab Kit	**$129.00**
5.25" Lab Kit	**$129.00**

MECC Product Installer

No. A-321-3 *(3.5" disk)*	**$19.95**
No. A-321-5 *(5.25" disk)*	**$19.95**

Macintosh Products

Format	Use of Stand-Alone Products	Network Information
3.5" disks	Products can be used individually or purchased as Lab Kits that include five disks and one manual.	Network versions of Macintosh products are not available. Instead, the use of Lab Kit versions of products are recommended. EtherNet cabling or product installation on each machine will provide the best results. MECC supports Macintosh products on the AppleShare® network.

Macintosh® Technical Information

MECC Macintosh products are distributed on 3.5" disks and are designed to work on all Macintosh Plus or later computers. Please see the individual package descriptions for details about disk-size availability and computer-memory requirements. The products support black-and-white and color displays. To facilitate installation on a hard disk, these products are not copy-protected. Please see the index, beginning on page 72, for network information. Macintosh® is a trademark of Apple Computer, Inc.

Macintosh Networking
See Network Information listed above.

Macintosh Lab Kits
3.5" Lab Kit...$149.00

MS-DOS Products

Format	Use of Stand-Alone Products	Network Information
3.5" or 5.25" disks (please specify when ordering)	Products can be used individually or purchased as Lab Kits that include five disks and one manual.	Network versions of MS-DOS products are available. MECC supports MS-DOS products on Novell®, Novell with SchoolMate™, and Novell with ICLAS™ networks.

MS-DOS® Technical Information

MECC MS-DOS software packages are distributed on 3.5" and 5.25" disks and are designed to operate on IBM/Tandy and 100% compatible computers unless otherwise noted. Please see the individual package descriptions for details about disk-size availability and computer-memory requirements. A color monitor and CGA, EGA, MCGA, or VGA graphics adapter is required. MS-DOS Version 2.1 or higher is required unless otherwise noted. To facilitate installation on a hard disk, these products are not copy-protected unless otherwise noted. Please see the index, beginning on page 72, for network information. MS-DOS® is a trademark of Microsoft Corporation.

MS-DOS Networking and Pricing
Most MS-DOS products are available in network versions, unless otherwise noted in the product description's technical information. For specific information, see the individual product descriptions.

3.5" and 5.25" Network Version...$399.00

MS-DOS Lab Kits
3.5" and 5.25" Lab Kit...$149.00

If you are a MECC Member, call your MECC networking representative at **800/685-MECC, ext. 549**, to discuss special Member networking options.

Products for the Apple® II Series

Product Title (in alphabetical order)	Product No. (3.5")	Product No. (5.25")	Curriculum Area	Grade Range	Approved Networks	Licensed Apple Member Product	Page
Addition Logician	A-125-3	A-125-5	Mathematics	Grade 3	ACD	√	37
Arithmetic Critters	A-166-3	A-166-5	Early Learning	K – Grade 2	ACD	√	18
Backyard Birds	A-216-3	A-216-5	Science	Grade 3 – Jr. High	ACD	√	45
Bluegrass Bluff	A-256-3	A-256-5	Social Studies	Grades 5–9	ACD	√	56
Calendar Crafter	A-194-3	NA	Productivity Tools	K – Adult		√	62
Cavity Busters	A-284-3	A-284-5	Science	Grade 3 – Jr. High	ACD	√	45
Chemistry: Balancing Equations	A-280-3	A-280-5	Science	Jr. – Sr. High	ACD	√	48
Chemistry: The Periodic Table	A-251-3	A-251-5	Science	Jr. – Sr. High	ACD	√	48
Circus Math	A-109-3	A-109-5	Mathematics	Grades 2–3	ACD	√	37
Cleanwater Detectives	A-282-3	A-282-5	Science	Grade 3 – Jr. High	ACD	√	45
Clock Works	A-168-3	A-168-5	Mathematics	Grades 1–3	ACD	√	41
CommuniKeys	A-248-3	A-248-5	Language Arts	Grades 3–6	ACD	√	31
Computer Inspector	A-240-3	A-240-5	Productivity Tools	K – Adult	C	√	63
Conquering Decimals (+,-)	A-207-3	A-207-5	Mathematics	Grades 4–8	ACD	√	35
Conquering Decimals (x,÷)	A-208-3	A-208-5	Mathematics	Grades 5–8	ACD	√	35
Conquering Fractions (+,-)	A-204-3	A-204-5	Mathematics	Grades 4–8	ACD	√	34
Conquering Fractions (x,÷)	A-205-3	A-205-5	Mathematics	Grades 5–8	ACD	√	34
Conquering Math Textbook Connections (Manuals Only)	A-261-M	A-261-M	Mathematics	Grades 3–8		√	36
Conquering Math Worksheet Generator	A-260-3	A-260-5	Mathematics	Grades 3–8	ACD	√	36
Conquering Percents	A-210-3	A-210-5	Mathematics	Grades 5–8	ACD	√	35
Conquering Ratios and Proportions	A-209-3	A-209-5	Mathematics	Grades 5–8	ACD	√	35
Conquering Whole Numbers	A-201-3	A-201-5	Mathematics	Grades 3–6	ACD	√	34
Coordinate Math	A-192-3	A-192-5	Mathematics	Grades 4–9	ACD	√	40
Counting Critters	A-165-3	A-165-5	Early Learning	Preschool – K	ACD	√	18
Decimal Concepts	A-206-3	A-206-5	Mathematics	Grades 3–6	ACD	√	35
Designer Prints*	A-252-3	NA	Productivity Tools	K – Adult	A D	√	62
Designer Puzzles*	A-223-3	NA	Productivity Tools	K – Adult	A D	√	62
Discovery Lab	A-128-3	A-128-5	Science	Grades 6–9	ACD	√	49
• Dr. Livingstone, I Presume?	A-314-3	A-314-5	Social Studies	Grades 5–9	ACD	√	55
Early Addition	A-788-3	A-788-5	Mathematics	Grades 1–2	ACD	√	37
Equation Math	A-193-3	A-193-5	Mathematics	Grades 9–12	ACD	√	40
Estimation Activities	A-296-3	A-296-5	Mathematics	Grades 4–8	ACD	√	33
Estimation: Quick Solve I	A-258-3	A-258-5	Mathematics	Grades 5–8	ACD	√	33
Estimation: Quick Solve II	A-259-3	A-259-5	Mathematics	Grades 5–8	ACD	√	33
Estimation Strategies	A-295-3	A-295-5	Mathematics	Grades 3–6	ACD	√	33
• Exploring Chaos	A-316-3	A-316-5	Mathematics	Grades 7–12	ACD	√	32
Exploring Gas Laws	A-229-3	A-229-5	Science	Grades 11–12	ACD	√	48
Exploring Sequences and Series	A-263-3	A-263-5	Mathematics	Grades 7–12	ACD	√	32
First-Letter Fun	A-154-3	A-154-5	Early Learning	Preschool – K	ACD	√	18
• Fish School	A-302-3	A-302-5	Language Arts	Grades 2–3	ACD	√	23
Five-Star Forecast	A-219-3	A-219-5	Science	Grade 4 – Jr. High	ACD	√	46
Fossil Hunter	A-220-3	A-220-5	Science	Grade 3 – Jr. High	ACD	√	46
Fraction Concepts, Inc.	A-202-3	A-202-5	Mathematics	Grades 3–5	ACD	√	34
Fraction Munchers	A-196-3	A-196-5	Mathematics	Grade 3 – Adult	C	√	39
Fraction Practice Unlimited	A-203-3	A-203-5	Mathematics	Grades 4–6	ACD	√	34
• Freedom!	A-315-3	A-315-5	Social Studies	Grades 5–9	ACD	√	50,51
The Friendly Computer	A-779-3	A-779-5	Computer Education	Preschool – Grade 3	ACD	√	64
Fun from A to Z	A-164-3	A-164-5	Early Learning	Preschool – K	ACD	√	18
Grade Manager	NA	A-771-5	Productivity Tools	K – Adult		√	63
Grammar Gazette	A-273-3	A-273-5	Language Arts	Grades 5–6	ACD	√	25
• Grammar Gobble	A-306-3	A-306-5	Language Arts	Grades 1–6	ACD	√	25
• Grammar Madness	A-307-3	A-307-5	Language Arts	Grades 3–6	ACD	√	25
Grammar Monsters	A-272-3	A-272-5	Language Arts	Grades 3–4	ACD	√	25
Grammar Toy Shop	A-271-3	A-271-5	Language Arts	Grades 1–2	ACD	√	25

• Indicates new product.   NA = Not Available.   Approved Networks: A = AppleShare; C = Corvus Omninet; D = Digicard.

* To order the network version of a GS-specific product, simply put an "N" after the product number but before the disk size (e.g., *Designer Prints* = A-252N-3); exception: the product number for the network version of *World GeoGraph* is UNT100.

MECC software carries a 30-day satisfaction guarantee. Call 800/685-MECC.

Products for the Apple® II Series Product Title (in alphabetical order)	Product No. (3.5")	Product No. (5.25")	Curriculum Area	Grade Range	Approved Networks	Licensed Apple Member Product	Page
• History Makers	A-313-3	A-313-5	Social Studies	Grades 3–6	ACD	√	55
Instant Survey	A-245-3	A-245-5	Thinking, Prod. Tools	Grade 7 – Adult		√	16,63
Instant Survey Sampler	A-224-3	A-224-5	Thinking, Prod. Tools	Grades 3–12		√	16,63
Introduction to AppleWorks GS Presenter Package (Manual Only)	T-647-M	T-647-M	Training/Staff Dev.				64
Introduction to AppleWorks GS Participant Package	T-646-3	NA	Training/Staff Dev.	Jr. High – Adult			64
Invisible Bugs	A-218-3	A-218-5	Science	Grade 3 – Jr. High	ACD	√	45
Jenny's Journeys	A-161-3	A-161-5	Social Studies	Grades 4–6	ACD	√	57
Lewis and Clark Stayed Home	A-279-3	A-279-5	Social Studies	Grades 5–9	ACD	√	56
Littletown Zoo	A-292-3	A-292-5	Language Arts	Grades 3–4	ACD	√	24
The Living Cell	A-278-3	A-278-5	Science	Jr. – Sr. High	ACD	√	48
Lunar Greenhouse	A-215-3	A-215-5	Science	Grade 3 – Jr. High	ACD	√	45
The Market Place	A-160-3	A-160-5	Social Studies	Grades 3–9	ACD	√	57
Mastering Math Textbook Connection (Manual Only)	A-226-M	A-226-M	Mathematics	Grades 1–5		√	38
Mastering Math Worksheet Generator	A-151-3	A-151-5	Mathematics	Grades 1–4	ACD	√	38
The Math/MECC Link (Manual Only)	A-297-M	A-297-M	Mathematics	K – Grade 8		√	40
Measure Works	A-246-3	A-246-5	Mathematics	Grades 1–4	ACD	√	41
MECC Product Installer	A-321-3	A-321-5	Networking				70
MECC Product Presentations 1989–90 (Manual Only)	T-630-M	T-630-M	Training/Staff Dev.			√	64
MECC Product Presentations 1990–91 (Manual Only)	T-631-M	T-631-M	Training/Staff Dev.			√	64
MECC Product Presentations 1991–92 (Manual Only)	T-632-M	T-632-M	Training/Staff Dev.			√	64
• MECC Product Presentations 1992–93 (Manual Only)	T-633-M	T-633-M	Training/Staff Dev.			√	64
Mind Puzzles	A-780-3	A-780-5	Thinking Skills	Grades 6–9	ACD	√	17
Miner's Cave	A-213-3	A-213-5	Science	Grade 3 – Jr. High		√	44
Money Works	A-195-3	A-195-5	Mathematics	Grades 1–4	ACD	√	41
• Moving Museum	A-303-3	A-303-5	Language Arts	Grades 5–6	ACD	√	23
Multiplication Puzzles	A-147-3	A-147-5	Mathematics	Grades 3–4	ACD	√	38
Murphy's Minerals	A-221-3	A-221-5	Science	Grade 3 – Jr. High	ACD	√	46
Mystery Matter	A-212-3	A-212-5	Science	Grade 3 – Jr. High	ACD	√	44
Mystery Objects	A-211-3	A-211-5	Science	Grades 2–4	ACD	√	44
Number Munchers	A-170-3	A-170-5	Mathematics	Grade 3 – Adult	ACD	√	39
Odell Lake	A-191-3	A-191-5	Science	Grades 4–6	ACD	√	49
The Oregon Trail	A-157-3	A-157-5	Social Studies	Grade 5 – Adult	ACD	√	54
Paint with Words	NA	A-158-5	Early Learning	Preschool – Grade 2	C	√	19
Paper Plane Pilot	A-281-3	A-281-5	Science	Grade 3 – Jr. High	ACD	√	44
Path Tactics	NA	A-162-5	Mathematics	K – Grade 6	ACD	√	39
Patterns	A-227-3	A-227-5	Early Learning	K – Grade 1	ACD	√	19
Phonics Prime Time: Blends and Digraphs	A-179-3	A-179-5	Language Arts	Grades 1–3	ACD	√	26
Phonics Prime Time: Final Consonants	A-176-3	A-176-5	Language Arts	K – Grade 2	ACD	√	26
Phonics Prime Time: Initial Consonants	A-175-3	A-175-5	Language Arts	K – Grade 1	ACD	√	26
Phonics Prime Time: Vowels I	A-177-3	A-177-5	Language Arts	Grades 1–2	ACD	√	27
Phonics Prime Time: Vowels II	A-178-3	A-178-5	Language Arts	Grades 1–3	ACD	√	27
• Picture a Story	A-311-3	A-311-5	Language Arts	K – Grade 2	ACD	√	22
Picture Chompers	A-255-3	A-255-5	Early Learning	K – Grade 1	ACD	√	19
The Presenter	NA	VID5501-5	Productivity Tools	K – Adult			63
Probability Lab	A-262-3	A-262-5	Mathematics	Grades 7–12	ACD	√	32

Products for the Apple® II Series

Product Title (in alphabetical order)	Product No. (3.5")	Product No. (5.25")	Curriculum Area	Grade Range	Approved Networks	Licensed Apple Member Product	Page
Problem-Solving Strategies	NA	A-784-5	Thinking Skills	Grades 5–9	ACD	√	17
Problem-Solving with Nim	A-257-3	A-257-5	Thinking Skills, Math	Grades 3–8	ACD	√	17,32
Quotient Quest	A-148-3	A-148-5	Mathematics	Grade 4	ACD	√	38
Reading Textbook Connection (Manual Only)	A-189-M	A-189-M	Language Arts	K – Grade 6		√	29
• Rocket Factory	A-308-3	A-308-5	Science	Grade 3 – Jr. High	ACD	√	47
Sky Lab	A-155-3	A-155-5	Science	Grades 7–9	ACD	√	49
Space Station Freedom	A-290-3	A-290-5	Language Arts	Grades 5–6	ACD	√	24
Space Subtraction	A-145-3	A-145-5	Mathematics	Grades 1–3	ACD	√	37
Speedway Math	A-169-3	A-169-5	Mathematics	Grades 1–6	ACD	√	39
Spellevator	A-231-3	A-231-5	Language Arts	Grades 1–12	ACD	√	30
Spelling Press	A-232-3	A-232-5	Language Arts	Grades 1–12	ACD	√	30
Spelling Puzzles and Tests	A-234-3	A-234-5	Language Arts	Grades 1–12	ACD	√	30
Spelling Series Toolkit	A-233-3	NA	Language Arts	Grades 1–12	ACD	√	30
Spelling Workout	A-230-3	A-230-5	Language Arts	Grades 1–12		√	30
Storybook Weaver*	A-275-3	NA	Language Arts	K – Grade 6	A D	√	20,21
Storybook Weaver: World of Adventure*	A-276-3	NA	Language Arts	K – Grade 6	A D	√	20,21
Storybook Weaver: World of Make-Believe*	A-298-3	NA	Language Arts	K – Grade 6	A D	√	20,21
Study Guide II	NA	VID5511-5	Productivity Tools	K – Adult			63
Subtraction Puzzles	A-146-3	A-146-5	Mathematics	Grade 3	ACD	√	37
Sun and Seasons	A-222-3	A-222-5	Science	Grade 3 – Jr. High	ACD	√	46
• Take a Chance!	A-317-3	A-317-5	Mathematics	Grade 2 – Jr. High	ACD	√	32
Teacher Option Organizer	A-242-3	A-242-5	Productivity Tools	K – Grade 6		√	63
Those Amazing Reading Machines I	A-185-3	A-185-5	Language Arts	Grade 3	ACD	√	29
Those Amazing Reading Machines II	A-186-3	A-186-5	Language Arts	Grade 4	ACD	√	29
Those Amazing Reading Machines III	A-187-3	A-187-5	Language Arts	Grade 5	ACD	√	29
Those Amazing Reading Machines IV	A-188-3	A-188-5	Language Arts	Grade 6	ACD	√	29
Time Navigator	A-247-3	A-247-5	Social Studies	Jr. High – Adult	ACD	√	57
Time Navigator Around the World	A-277-3	A-277-5	Social Studies	Jr. High – Adult	ACD	√	57
Time Navigator Leaps Back	A-225-3	A-225-5	Social Studies	Jr. High – Adult	ACD	√	57
To Preserve, Protect and Defend	A-198-3	A-198-5	Social Studies	Grades 9–12	ACD	√	56
USA GeoGraph*	A-300-3	NA	Social Studies	Grade 5 – Adult	A D	√	55
Vacation Nation Travel	A-291-3	A-291-5	Language Arts	Grades 4–5	ACD	√	24
Weeds to Trees	A-217-3	A-217-5	Science	Grade 3 – Jr. High	ACD	√	45
• Windy City	A-301-3	A-301-5	Language Arts	Grades 4–5	ACD	√	23
• Wonderland Puzzles	A-310-3	A-310-5	Thinking Skills, Math	Grades 4–7	ACD	√	16,32
Wood Car Rally	A-214-3	A-214-5	Science	Grade 3 – Jr. High	ACD	√	44
Woolly Bounce	A-283-3	A-283-5	Science	K – Grade 2	ACD	√	44
• Woolly's Garden	A-309-3	A-309-5	Science	K – Grade 2	ACD	√	47
Word Munchers	A-153-3	A-153-5	Language Arts	Grades 1–5	ACD	√	31
Words at Work: Compound It!	A-183-3	A-183-5	Language Arts	Grades 3–6	ACD	√	28
Words at Work: Contraction Action	A-180-3	A-180-5	Language Arts	Grades 2–4	ACD	√	28
Words at Work: Prefix Power	A-181-3	A-181-5	Language Arts	Grades 3–6	ACD	√	28
Words at Work: Suffix Sense	A-182-3	A-182-5	Language Arts	Grades 3–5	ACD	√	28
World GeoGraph*	UGS100-3	NA	Social Studies	Grade 6 – Adult	A D	√	55
Writing and Publishing in Multimedia	T-622-3	NA	Training/Staff Dev.	—		√	64
Zoyon Patrol	A-199-3	A-199-5	Thinking Skills	Grades 7–12		√	17

• Indicates new product.   NA = Not Available.   Approved Networks: A = AppleShare; C = Corvus Omninet; D = Digicard.

* To order the network version of a GS-specific product, simply put an "N" after the product number but before the disk size (e.g., *Designer Prints* = A-252N-3); exception: the product number for the network version of *World GeoGraph* is UNT100.

MECC software carries a 30-day satisfaction guarantee. Call 800/685-MECC.

Series and Collections
Product Title (in alphabetical order)

Series and Collections Product Title (in alphabetical order)	Product No. (3.5")	Product No. (5.25")	Curriculum Area	Grade Range	Approved Networks	Licensed Apple Member Product	Page
Conquering Math Series (Apple) 11 packages	A-201A-3	A-201A-5	Mathematics	Grades 3–8	ACD	√	36
Early Learning Series (Apple) 7 packages	NA	A-166A-5	Early Learning	Preschool – Grade 2	ACD	√	19
• Express Delivery Reading Series (Apple) 3 packages	A-301A-3	A-301A-5	Language Arts	Grades 2–6	ACD	√	23
Frames: A Reading Comprehension Series (Apple) 3 packages	A-290A-3	A-290A-5	Language Arts	Grades 3–6	ACD	√	24
Mastering Math Series (Apple) 8 packages	A-150A-3	A-150A-5	Mathematics	Grades 1–4	ACD	√	38
MECC Estimation Series (Apple) 4 packages	A-258A-3	A-258A-5	Mathematics	Grades 3–8	ACD	√	33
MECC Grammar Series (Apple) 5 packages	A-271A-3	A-271A-5	Language Arts	Grades 1–6	ACD	√	25
MECC Reading Collection (Apple) 13 packages	A-175A-3	A-175A-5	Language Arts	K – Grade 6	ACD	√	29
MECC Spelling Series (Apple) 4 packages	A-230A-3	A-230A-5	Language Arts	Grades 1–12	ACD	√	30
Science Inquiry Collection (Apple) 16 packages	A-211A-3	A-211A-5	Science	Grade 2 – Jr. High	ACD	√	46

• Indicates new product.   NA = Not Available.   Approved Networks: A = AppleShare; C = Corvus Omninet; D = Digicard.

Note: One product in the *Early Learning Series, Paint with Words*, is not available in 3.5" disk format and does not work with AppleShare or Digicard networks.

Products for the Macintosh
Product Title (in alphabetical order)

Products for the Macintosh Product Title (in alphabetical order)	Product No. (3.5")	Product No. (5.25")	Curriculum Area	Grade Range	Approved Network	Licensed Macintosh Member Product	Page
• Easy Color Paint	MC-217-3	NA	Productivity Tools	K – Adult	A*		60,61
• Fraction Munchers	MC-196-3	NA	Mathematics	Grade 3 – Adult	A*		39
• The Geometric Golfer	MC-250-3	NA	Mathematics	Grades 5–12	A*		40
MECC Product Presentations 1992–93 (Manual Only)	MC-632-M	NA	Training/Staff Dev.			√	64
Number Munchers	MC-213-3	NA	Mathematics	Grade 3 – Adult	A*		39
The Oregon Trail	MC-206-3	NA	Social Studies	Grade 5 – Adult	A*	√	54
Presidential Inquiry	MC-140-3	NA	Social Studies	Grade 5 – Adult		√	55
• The Secret Island of Dr. Quandary	MC-216-3	NA	Thinking Skills	Grade 3 – Adult	A*		17
• SnapDragon	MC-225-3	NA	Thinking Skills	Preschool – Grade 1	A*		16
• Storybook Weaver	MC-218-3	NA	Language Arts	K – Grade 8	A*		20,21
• Super Munchers	MC-215-3	NA	Lang. Arts, Thinking	Grade 3 – Adult	A*		12,13
USA GeoGraph	MC-103-3	NA	Social Studies	Grade 5 – Adult	A*	√	52,53
Wagon Train 1848	NWT500-3	NA	Social Studies	Grade 5 – Adult	A*		14,15, 55
Word Munchers	MC-212-3	NA	Language Arts	Grades 1–5	A*	√	31
• World GeoGraph	MC-100-3	NA	Social Studies	Grade 6 – Adult	A*		55
Writing and Publishing in Multimedia	MC-622-3	NA	Training/Staff Dev.			√	64

• Indicates new product.   NA = Not Available.   Approved Network: A = AppleShare.

* For best performance, use EtherNet cabling or install the product on each machine.

Products for IBM/Tandy

Product Title (in alphabetical order)	Product No. (3.5")	Product No. (5.25")	Curriculum Area	Grade Range	Approved Network	Licensed MS-DOS Member	Page
• Clock Works*	MS-168-3	MS-168-5	Mathematics	Grades 1–3	N		41
The Friendly Computer	MS-131-3	MS-131-5	Computer Education	Preschool – Grade 3			64
• Fraction Concepts, Inc.*	MS-202-3	MS-202-5	Mathematics	Grades 3–5	N		34
• Fraction Practice Unlimited*	MS-203-3	MS-203-5	Mathematics	Grades 4–6	N		34
Grade Manager	MS-205-3	MS-205-5	Productivity Tools	K – Adult			63
Jenny's Journeys	MS-132-3	MS-132-5	Social Studies	Grades 4–6			57
The Market Place	MS-133-3	MS-133-5	Social Studies	Grades 3–9			57
MECC Product Presentations 1992–93 (Manual Only)	MS-632-M	MS-632-M	Training/Staff Dev.			√	64
Miner's Cave*	MS-213-3	MS-213-5	Science	Grade 3 – Jr. High	N	√	44
• Money Works*	MS-195-3	MS-195-5	Mathematics	Grades 1–4	N		41
Mystery Matter*	MS-134-3	MS-134-5	Science	Grade 3 – Jr. High	N	√	44
Mystery Objects*	MS-211-3	MS-211-5	Science	Grades 2–4	N	√	44
Number Munchers*	MS-313-3	MS-313-5	Mathematics	Grade 3 – Adult	N	√	39
The Oregon Trail*	MS-306-3	MS-306-5	Social Studies	Grade 5 – Adult	N	√	54
Path Tactics	MS-130-3	MS-130-5	Mathematics	K – Grade 6			39
• Probability Lab*	MS-262-3	MS-262-5	Mathematics	Grades 7–12	N		32
• The Secret Island of Dr. Quandary	MS-316-3	MS-316-5	Thinking Skills	Grade 3 – Adult	N		17
• Snap Dragon	MS-325-3	MS-325-5	Thinking Skills	Preschool – Grade 1	N		16
• Storybook Weaver	MS-318-3	MS-318-5	Language Arts	K - Grade 8	N		20,21
• Super Munchers*	MS-315-3	MS-315-5	Lang. Arts, Thinking	Grade 3 – Adult	N		12,13
Wood Car Rally*	MS-214-3	MS-214-5	Science	Grade 3 – Jr. High	N	√	44
Word Munchers*	MS-312-3	MS-312-5	Language Arts	Grades 1–5	N	√	31

• Indicates new product. NA = Not Available. Approved Network: N = Novell, Novell with ICLAS, or Novell with SchoolMate and the network version of the MECC product.

* To order the network version of a product, simply put an "N" after the product number but before the disk size (e.g., The Oregon Trail = MS-306N-3 or MS-306N-5).

Videocassette Tapes	Product No.	Page
Teaching Communications: A New Draft (videotape)	TV102	64
View and Write (videotape)	VID5201	31

General Materials	Product No.	Page
David Thornburg's Sunshine Thoughts Kit	G-648	62
MECC Computer Parts Kit	G-647	64

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pages 60–61

Rocket Factory

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